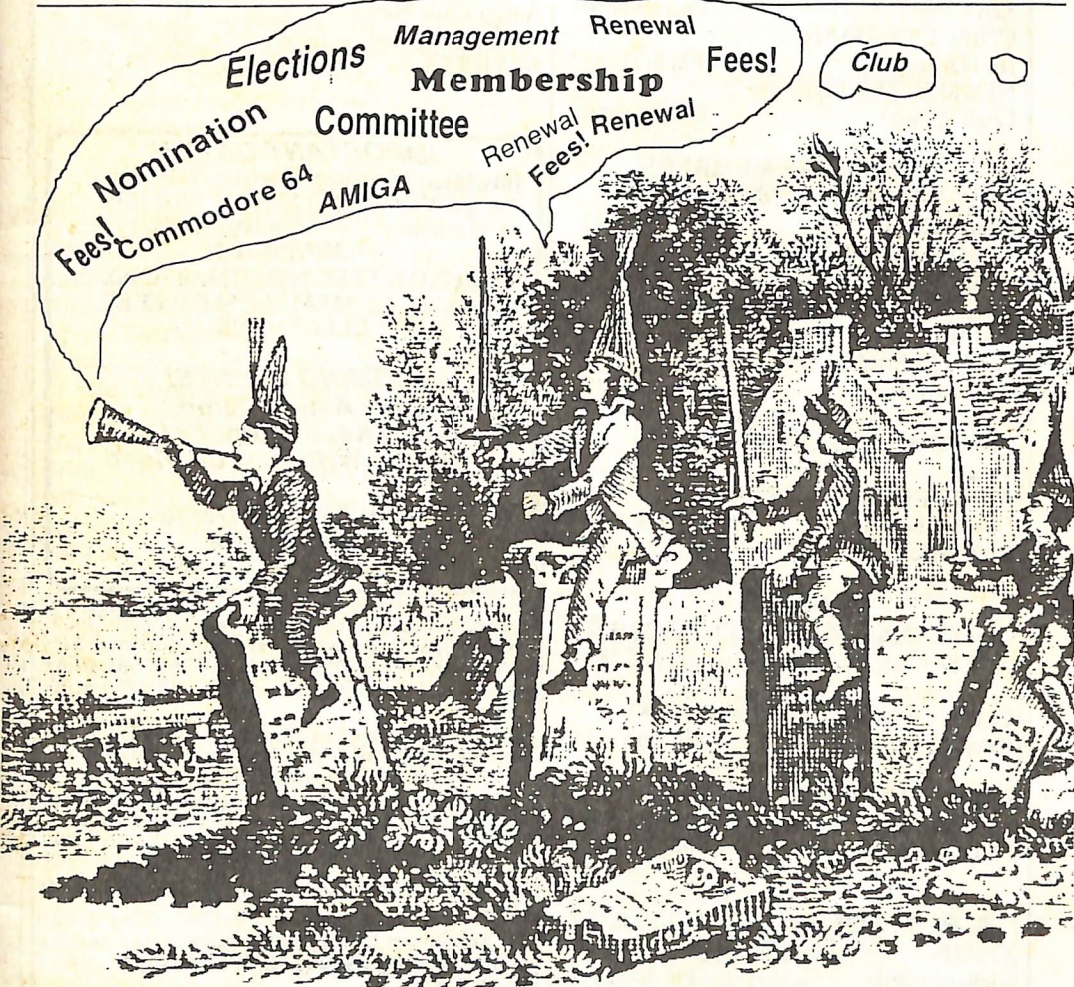


CURSOR

Newsletter of the
COMMODORE
COMPUTER
USERS
GROUP
QLD Inc.

Registered by Australia Post
Publication No. QBG 3958

VOL.8 No.10/11 JUNE/JULY 1992



Next Main Meeting: Tuesday, 7th of July, at 8 pm
(Libraries & Sales at 7 pm)
at the Bardon Professional Development Centre

COMMODORE COMPUTER USERS GROUP (QLD) INC

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Ian Hazzard Ph. 8781337
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Leigh Winsor Ph 379 2405

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IMPORTANT DATES!

July Main Meeting: Tuesday 7th July
Amiga Workshop : Sunday 12th July
64 Workshop: Sunday, 19th July

REMINDERS!

COMMITTEE NOMINATIONS
ANNUAL MEMBERSHIP FEES
ELECTIONS

COMING EVENTS!

July Amiga Demo :
Peter Keim- author of IE
Gordon Wright 24 bit Video

July C64/128 Demo

Don Friswell

Superbase and geneology

Our BBS is part of the Fido Network (Node No. 3: 640/304), and can be accessed by our members at 300, 1200/75, 1200, 2400 bps and 9600 bps, using 8 data bits, 1 stop bit and no parity.

Opinions expressed in CURSOR are those of the Author(s), and thus not necessarily those of the C.C.U.G.(QLD) Inc. or the Editor.

Permission for reprinting by other Commodore and Amiga Computer Users Groups is granted, provided that both the source and author are acknowledged.

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MEETINGS

MAIN MEETING

Our JULY Main Meeting will be held on Tuesday, 7th of JULY at the Bardon Professional Development Centre, 390 Simpsons Road, Bardon, starting at: 7pm.

AUGUST Main Meeting -4th August.

Library 7pm -8pm & 9pm-9:30pm.

Sales: 7pm-8pm.

Entrance through the Centre's carpark in Carwoola Street. Parking is not permitted in the Centre's grounds! Details of this month's topics can be found in the relevant section of this newsletter.

WORKSHOP MEETINGS

Amiga Workshop

The Amiga Workshop on the second Sunday, 12th July, (12 Noon-4pm) in the Ithaca RSL Hall, cnr. Nash and Elizabeth Street, Rosalie..

Workshops are held on the Second Sunday of the Month, and are for MEMBERS ONLY, so bring your membership card or join at the door.

Bring your own equipment. Public Domain software (over 500 disks) available for copying at no charge, or copies for sale.

Disk and Accessory Sales: 1pm-3pm.

We also have a HELP support group for beginners: see our HELP column in this newsletter or contact your Coordinator, Phone 288 8863..

64/128 Workshop

At 25 Fairleigh St., Windsor:

3rd Sunday of the Month, 1pm-4pm

Rod Watson, coordinator Phone: 8576131
(Full collection of Public Domain software and a mini classroom with an SX-64 and printer permanently set up.)

PLEASE NOTE: Activities that breach Copyright on Commercial Software are illegal, and are NOT ALLOWED at our Meetings!

FOR SALE

(At Main Meeting or by Mail)

AMIGA SPECIFIC:

Public Domain Disks 3½" Mail Order: \$2.00 ea(+ \$2.50 p&cp for up to 6 disks).

Commercial Library Catalogue Disk 3½": \$2.00 (+ \$2.00 p&cp).

5¼" blank disks: \$8 per 10 (\$3.00 p&cp)

3½" blank disks: \$10.00 per 10 (\$3.00p&cp).

3½" disk boxes(80 disks): \$20.00 (\$5.00 p\$cp).

3½" disk labels (68x68mm) 4 sheets(= 48 labels): \$1.00 (\$3.00 p&cp).

Amiga Dos Summary: \$3.00 (\$3.00 p&cp)

Micro switch replacement kit for Amiga Mouse \$15.00 (\$1.00p&cp).

C64/128 SPECIFIC:

DISKS

Public Domain disks 5¼" Single sided:\$2.00 ea. Double sided: \$3.00 (\$3.00 p&cp for up to 5 disks)

Catalogue disks 5¼" for P.D or Library: \$2.00 ea. (\$2.00 p&cp).

5¼" blank disks: \$8.00 per 10 (\$3.00 p&cp).

BOOKLETS

Public Domain Instruction Book(C64): \$5.00 (\$2.00 p&cp)

Starting with Disk Drives (Paul Blair):\$2.00 (\$1.00 p&cp)

Graphics and Sound on the C64 (G. Perry): \$5.00 (\$2.00p&cp)

Commodore Macro Assembler Book:\$5.00 (\$1.00 p&cp).

Userware Wordprocessor

THE WRITE STUFF 64

(word processor), with Manual: \$18.00.

V2. BB SPELLER 64

(supplements TWS64) \$12.00.

BB Talker

(Write Stuff with speech synthesizer) \$12.00.

THE WRITE STUFF 128

(word processor) with Manual: \$30.00.

V2 BB Speller 128

(supplements TWS128): \$12.00.
(\$3.00 p&cp).

GENERAL:

Back Issues of CURSOR: \$1.50 ea

Address Labels(23x89mm):\$14.00/1000.(\$3.00 p&cp).

Ribbons for MPS-1000,GX/LX 80:\$11..00

Ribbons for MPS 1200/1250/120D \$10.00

Ribbons for Riteman C or F: \$12.00. (\$2.00 p&cp).

MAILING ADDRESS

Please address all club correspondence (other than letters and articles for CURSOR) to:

The Secretary
C.C.U.G.(Q.)
P.O. Box 274
Springwood Qld 4127

For Fast Tracking of applications and orders write directly to:

The Secretary,
C.C.U.G.(Q.)
48 Newcomen Street
INDOOROPILLY 4068

(Make cheques payable to C.C.U.G.(Q.)
If you change your address please advise our Secretary, not the Editor or Sysop!

MEMBERSHIP FEES ETC.

JOINING FEE: \$10.00

ANNUAL MEMBERSHIP FEES:

Ordinary Membership*: \$400.00
Country/Ass. Membership: \$30.00
Pensioner Membership: \$30.00
Family/Business Membership: \$50.00

LIBRARY FEE: \$10.00

* NOTE :new fee schedule applies after July

*(within the Brisbane Metropolitan Telephone District)

LENDING LIBRARY

The lending period for books, magazines, and software is one month without extensions. If unable to attend the next meeting, please mail the material to:

Ian Hazzard
C.C.U.G.(Q) Librarian
59 Almeida Street
Indooroopilly
Phone 878 1337,

or they may leave this material with their nearest Management Committee member. (Please ring first!).

By following these simple rules, you assist your fellow members who may wish to borrow the material you are returning.

YOUR NEWSLETTER

CURSOR appears 11 times a year and depends on readers' contributions for its content. Address all Newsletter Mail, including advertisements for BYTES column, to:

The Editor, "CURSOR"
24 Egmont Street,
SHERWOOD Qld. 4075

If you own a modem, you can upload your articles, news, letters etc. to the Group's BBS. (Ph 300 6356, or 300 6357: CURSOR File Area 14. or message area 7).

Deadline for the next issue is last Friday of Month

Format for Contributions

Short articles (less than a page) and adverts for the BYTES column can be submitted in writing, or printed, but we prefer articles on disk. Please use minimum or no formatting in your article. Do not indent paragraphs, and use a single space after a comma, semicolon or full stop. If a specific page layout is required, include a printout of the desired format. Disks will be promptly returned, and we pay return postage.

C64/128 Specific:

Supply your articles on 5¼" disk in the format: true ASCII file or PET ASCII file. The Write Stuff, Superscript, Easyscript, Paperclip, and Pocket Writer all have SEQ ASCII options. Speedscript files should be saved with the SS converter program, option 2. We are unable to convert Geowrite, Fontmaster, or Bank Street Writer files.

AMIGA Specific:

Supply your article on 3.5" disk as an ASCII or WordPerfect file with minimum formatting. Articles may also be submitted as MS-DOS ASCII files.

AMIGANET

Ethernet network for Amigas.

- * Industry standard Ethernet architecture.
- * Networking software included.
- * True peer-peer Amiga Networking - access any screen, hard or floppy drive, serial or parallel printer attached to any Amiga in the network.
- * A500 version - ABS injection moulded case attaches to expansion port of computer.
- * A2000 version enhanced with 64Kbytes data buffer with 16bit data path assisted by a DMA sequencer. (For high traffic centralised facility or a file server.)

AmigaNet A500 \$700.00 (ex tax)

AmigaNet A2000 \$900.00 (ex tax)

GPterm-Amiga V4

Australia's most popular Amiga telecommunications software.

- * Mouse or keyboard driven, fully multitasking from CLI or workbench, User defined 'configurations' for different services, 110 page manual and more.
- * Full terminal emulations for videotex and ANSI/Amiga, IBM, VT100 ANSI terminal emulations for Viatel & Discovery 40/80, Pegasus and other text based services as well as BBSs
- * File transfer with XModem, YModem, full ZModem, SEALink, KERMIT, Punter and ASCII protocols. Batch transfers supported.

Packaged with an extensive manual, not copy protected.

GPterm-Amiga V4 \$99.00

Also available: Amiga and C64 Modem packages, GPterm-64 (videotex and ascii communications for C64/128, rrp \$59.00). Full range of NetComm and AVTEK Modems.

Available from your local dealer or direct from

GP Software

Specialists in Amiga Communications

21 Alooomba Rd. ASHGROVE Q LD 4060

Ph (07) 3661402

Cursory Notes

By Leigh Winsor



Input!

WB 2.04 and beyond has been about for some time, but we haven't yet attracted our own commentators. I hope that is remedied by next issue.

As far as Club Communications are concerned, the big Sydney World of Commodore Show in July is a well kept secret. Feedback from travellers welcome!

Continuity for the C64

The 64 Workshop is up and running, with 64 Public Domain disks, tutorials and demos, and now set up with an important collection of 64 magazines and reference books. CURSOR has a piece by the workshop coordinator Rod Watson inviting visitors. All 64 users should check it out and support their workshop.

Elections, Nominations, And Fees!

The Elections are in August, Club Fees are due in July (Up, alas.). Membership fee forms are included with this CURSOR, as are nomination and proxy forms for the Management Committee and the 64/128 S.I.G elections in August.

On change and adaptation:

The elections should be seen as opportunity for the Club to encourage new energy and ideas to work for the Club. Rather than ignoring or marginalizing new energies and talent, we should view it as our most valuable resource. If we don't actively adapt, simply by inevitable change, existing structures (by the process like an Iron Law of Oligarchy) end up as the private orchard of self-regarding coteries, in spite of the best of intentions.

In the past year we have faced sharp demands

to adapt to new circumstances, but with mixed success. We need to listen closely to the needs of members and make the facilities of the Club serve those needs.

We have seen a change in the expectation of the members away from the rituals of collecting large numbers of small square cultural artifacts, to a focus on learning new skills and the social learning. I repeatedly encounter users who would like to change their computing leisure to include more serious mastery of computing skills; but for all but the most persistent this is an unmet demand...and sadly, it has been seriously argued that this is the way things ought to be.

What people *do* with their computers, not what they collect or possess is the only credible measure of the value of a computer hobby. While this is a matter mostly on individual creativity, a user group culture enables those active interests to flourish. We have the salutary example of flourishing sister CUGs around the country who have active Special Interest Groups, and organize some of their structure around courses and classes.

...And STICKING UP FOR COMMODORES

And just as important for our future as Commodore Users is to actively arm our members with language to be able to stick up for their Commodores.

For example, a not untypical new member attending a TAFE (becoming more intimidated by Big Computer chauvanism as the term goes on), who asks-- why do I have an Amiga when the college is promoting IBMs? Must I now get a cheap IBM just to be compatible? Can I really do x,y, and z...?

Such people need realistic answers, but often that answer need only be exposure to countering information.

Perhaps, in this case, it is not knowing the range of appropriate software. It does seem to be the case that the User Group lacks the comprehensive overview of software and hardware that it seemed to have in the heyday of the C64.

FUTURE CURSOR

It is to be regretted that circumstances did not allow CURSOR to implement more than a few new ideas: such as more feedback from the grass roots on what what people are doing with their computers, use of interviewers, and roving reporters, and regular column writers. There was been serious talk of an Online version of the Newsletter for BBS users, and there was even an idea for a Special Sealed Section (a tease after the fashion of CLEO) on computer games (absolutely forbidden to be opened

unless the reader had an emotional age under 12), and lots more!

I would like to thank our year's contributors who made CURSOR a lively and useful newsletter.

But as some at least are painfully aware, this year CURSOR could not be funded at its previous level. CURSOR is the only form of communication which is shared by the whole Group. The March Special Meeting of the Club expressed the view that members regarded their Newsletter as a major benefit of their membership, and would prefer if possible to have it in monthly format. But this depends upon the fortunes of our current recruitment drive.

In future, CURSOR must have a budget, so that projections and plans for the year can be made; otherwise the position of any editor is quite intolerable.

Library Joining Fee replaced by Administration Fee

The Committee has decided to replace the \$5 library joining Fee with a \$10.00 annual administration fee for library uses. This will cover borrowing of any material from the library at Bardon and for copying of Public Domain Disks held by the Group. All membership cards will be endorsed each year upon payment of membership fees. It will be necessary for members to present their membership cards when paying fees in person or bring it along to Bardon or the workshop meetings to have it validated by

the Secretary. If you are a current library member the \$10 (or \$20 for family/business members with the two library memberships) fee has been included in the amount owing total on the renewal account. This amount may be deducted if you do not intend to use the library or PD copying services, but will be required to be paid before future use.

K Williams, Secretary

Cheap Ink for Bubblejets! discovered by Reader

Our readers report the rediscovery of AUSSOFT, supplier of Dot Matrix printer inks., Suite 1, Dean Building, 112 Bloomfield St., Cleveland 4163 Ph 286 5590 (contact Sandy) For the popular CANNON BJ 10e, they have a kit to refill a cartridge 5 times for \$35.00 (It costs \$ 50 for a new cartridge). The Kit includes everything needed.

**COMMODORE COMPUTER USERS GROUP(QLD) INC.
P.O. Box 274, Springwood, Qld 4127**

**ANNUAL GENERAL MEETING 4TH AUGUST 1992
Election of Management Committee Members for 1992-1993**

NOMINATION FORM

POSITIONS VACANT:

PRESIDENT, SECRETARY, TREASURER,
CHIEF LIBRARIAN, NEWSLETTER EDITOR

I hereby nominate.....

for the position of.....

Proposed by:.....

Seconded by:.....

Signature of Nominee.....

This form to be in the possession of the Secretary no later than Monday 20th July 1992

Separate here >-----< Separate here

PROXY FORM

COMMODORE COMPUTER USERS GROUP (QLD) INC.

I,..... of

being a memmber kof the above named association,

hereby appoint of.....

or, failing him,..... of as my proxy to vote on my
behalf at the annual General Meeting of the Association, to be held on the 4th of August 1992,
and at any adjournment thereof.

Signed this day of....., 1992

Signature

This form is to be used *in favour of/ against* the resolution (* strike out whichever phrase
is not desired)

Unless otherwise instructed the proxy may vote as he/she thinks fit.

COMMODORE COMPUTER USERS GROUP(QLD) INC.
P.O. Box 274, Springwood, Qld 4127
ANNUAL GENERAL MEETING 4TH AUGUST 1992

C64/128 SPECIAL INTEREST GROUP
ELECTION OF OFFICERS

NOMINATION FORM

POSITIONS VACANT:

64 COORDINATOR, PUBLIC DOMAIN LIBRARIAN, COMMERCIAL SOFTWARE
LIBRARIAN, AGENDA SECRETARY

I hereby nominate.....
for the position of.....

Proposed by: *.....

Seconded by: *.....

Signature of Nominee *.....

* IT IS UNDERSTOOD THAT BOTH PROPOSER AND NOMINEE ARE CURRENT
FINANCIAL MEMBERS OF THE G.C.U.G.(Q)Inc

(This form to be in the possession of the Secretary no later than Monday 20th July 1992)

ANNUAL GENERAL MEETING

at the Bardon Professional Development Centre, on Tuesday 4th of August, 1992 at 8pm.

Some excerpts from the Articles of Association:

The Business to be transacted at every Annual General Meeting shall be: (a) the receiving of the Management Committee Report and the statement of income and expenditure, assets and liabilities and mortgages, charges and securities affecting the property of the Association for the preceding financial year; (b) the receiving of the auditor's report upon the books and accounts for the preceding financial year; (c) the election of members of the Management Committee; and (d) the appointment of an auditor.

Membership of Management Committee

(1) the Management Committee of the Association shall consist of a President, Secretary, Treasurer, all of whom shall be

members of the Association, and such number of other members as the members of the Association at any general meeting may from time to time elect or appoint.

(2) At the annual general meeting of the Association, all the members of the Management Committee for the time being shall retire from office, but shall be eligible upon nomination for re-election.

Voting

(4) (a) every ordinary, country, pensioner, or life members shall be entitled to one vote. (b) every family member present shall be entitled to a maximum of two votes. (c) every business member shall be entitled to a maximum of two votes. (d) associate and honorary members shall not be entitled to a vote. (5) voting shall be by a show of hands or a division of the members. (6) a member may vote in person or by proxy or attorney...

Expo: The CCUG(Q) Inc learns *about the real world*

The CCUG(Q) foray into the world at the Pet and Hobby Expo on the 4th Weekend of May was a learning experience for the Club.

Doug Maclurkin and Peter Cotterell, two C64 veterans, manned the display for the two whole days. On the Sunday, when I visited them, Peter and Doug reported that they had handed out over 500 leaflets and old Cursors to inquiring members of the public.

Doug Maclurkin summed up the Expo experience by saying, "Ho! If this continues, we'll turn the Club back into a Commodore 64 affair."

Amigas: On the Saturday, the Amiga volunteers came in with a CDTV display (thanks to United Computers, Stafford) and Steve Hovelroud's video equipment. Special thanks to Richard Carde who interrupted a hectic study schedule which has been keeping him up til 4 in the morning). They decided not to risk selling the raffle tickets, and concluded that the mums and dads and kids of the unsifted general populace were not prime User Group material, or even prospects a mere pen stroke away from club membership. They went home and left the display on Sunday to the C64 computers.

Sunday: When I came in on the Sunday (ready to astonish and amaze the populace with PageStream and DpaintIV), the only equipment was trusty 64s, running C64 classics such as PitstopII and the Write Stuff 64.

In spite of no Amigas, Sunday was a good day. Among the tropical fish, camel walks, lady potters, animal portraitists, toy-train modellers, and medieval gamers, there were heaps of interested people who recognized and responded to the Commodore Signs and Commodore Computers. Peter and Doug watched for flashes of recognition in their

eyes, welcomed them to the Club, and warmly pressed Club leaflets into their hands.

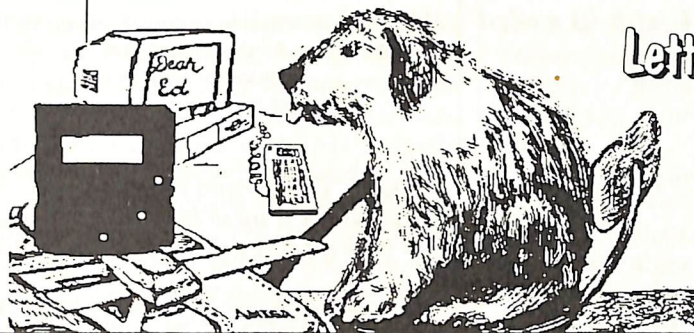
SUMMING UP Our Expo foray allowed more people know about the Club. We shall test the results in the coming months. But it was an exercise in discovery, and we gained experience in what needs to be done to communicate to the wider circle of potential Club members.

We made the shocking discovery that, for the general Expo-going public, the C64 is a household word: still a legend and a potent model of what a home computer is. Even those with IBM clones (can I join if I have a Colt?) were prepared to give a nostalgic sigh. For these people, a home computer is a child magnet that runs on Games. All day we saw small children physically dragging adults to the computers, and the adults submitting to long episodes of Pitstop 2 and Traffic.

Perhaps we can console ourselves with the child comic-reader argument: just as, if they start by avidly reading the Phantom, they will end up devouring Aeschylus and Ibsen; so, if they start out playing Pitstop, they may end up a User Group member! Well, nobody ever said reasoning by analogy was meant to do more than console people. We did get several queries about Desk Top Publishing on the Amiga, but the best I could do was show them PageStream in its box.

Our special thanks should go to Mrs Bell, who knows about Expos, raffles, and dealing with the public (she dropped over from her budgie stand on Sunday to tell us she had just sold 200 tickets in 2 hours). I hope we call on her for more practical guidance and advice in any future venture.
(Leigh.)

Letters to the Ed



Message #249 "CURSOR CONTROL CENTRE"

From: Peter Kiem
To: All
Subj: Discount at UNITED COMPUTERS

The February issue of CURSOR asked us to be on the lookout for shops that offer discounts to Club members

I recently purchased QuickWrite from United Computers at Underwood and asked if they gave discounts to CCUG members. They said that they would give discounts to any group as long as they could be seen to be supporting the shop. They gave me a 5% discount just for enquiring and were very friendly.

So, if you live around the UnderWood area, drop in see them and if you purchase anything from them then **SHOW YOUR MEMBERSHIP CARD.**

If it appears to them that the group is not supporting them then they will stop giving discounts. It is as simple as that.

Peter Keim.

Date: 02 May 92
From: Peter Kiem
To: Leigh Winsor
Subj: CURSOR article

Hi there,
 Thanks for the writeup in CURSOR, it was much appreciated. I would however like to point out that IE is short for Icon Editor

NOT Image Ed. I think Image Ed is written by Johnathon Potter :-)

It is really disappointing that I have only received 1 registration of IEv3.0 from uploading it to this board (10 downloads from area 8 and 6 from area 11). I also uploaded it to ESE Escape but haven't received any registrations from that board. It seems that I receive much more registration from overseas than Australian users.

Peter Keim

My humble apologies, Peter.

I.E. (Icon Editor) is now available in the Fish Collection from the Public Domain Library.

I do take your point about support for software authors..

My view is that User Groups and their members are the great beneficiaries of Public Domain and Shareware utilities, so we ought (if only on the principle of enlightened self interest) to support and encourage the institution of shareware, and those whose talents create it.

N.B. At the July Main Meeting Demo, Peter will talk about and show his program. (See the Amiga Clubnews page)

*For Shareware to Flourish...
 I hope those who have found his program useful will use the opportunity to*

acknowledge his work with its modest Shareware fee.(\$20.00).

Leigh.

Date: 17 May 92

From: Peter Hughes

Subj: CCUGQ Attack ?????

After 40 years of professionally working in the electronic and print medi- I feel that you would be extremely proficient at playing bowls - considering the bias in your reporting - Just to clear the air my comments were directed to the meeting - not repeat not to you personally - I said that:-

a) An advertiser had the right to terminate their subscription without denigration.

b) Would it not have been preferable to offer the advertiser a limited free subscription for a period - with a view to retaining their advertising.

c) I have no particular interest with the company concerned - I have only had dealings with them once and received excellent attention and was only relaying same to the meeting.

d) At no stage of my membership of CCUGQ had I read in "Cursor" that certain firms offered discounts to members on production of their membership card.

e) Would it be possible for "Cursor" to include a list of such companys.

f) I question your ethics as to naming me electronically but not in print (ie BBS - Cursor)

g) I would like the minutes of this meeting to corrected to reflect what did take place.

h) I would like to assure all members of CCUGQ that my comments were made in the interest of the Club at an open forum of members - I hold the Club in high esteem - If you because of the loss of advertising and hence revenue feel guilty - that's your problem - But please don't blame me.

i) Consider this message as a letter to the Editor for inclusion in the next edition of "Cursor"

j) I realise that you have an onerous task and personally I am aware of the pitfalls as I to edit another publication so please consider

this as a constructive communication in the interest of the Club and fair play.

Concerned member

Peter Hughes

...Dear "Concerned member..."

Peter Huges is up to his old tricks again -or perhaps it is still the same old trick.

I apologize to our Readers for having to waste the precious space of CURSOR with what they will only regard as more mischief from a tiny old-boy clique; but I can do no more than set out once again the public and verifiable facts of the matter, facts which Peter Hughes has consistently pretended ignorance of, or sought to misrepresent.

BEGINNING

In December 1991, Parcom a computer repairer, dropped its advertising with the Club.

I reported this matter in the February 1992 Cursor, alone with a reason they advanced for doing so.

Peter Hughes' subsequent criticism of the Club -which includes such classic lines as "being too ashamed of the Club- to hold up his head in Parcom", misrepresentation of CURSOR, and abuse of its editor, derives from that article in the February CURSOR. Anyone interested in the truth of the matter should begin by refering to Page 7 and 8 of the February CURSOR.

Quote: "In December, we received a note from the repairer Parcom cancelling their advertising with the Club. The reason given was that Parcom "were not seeing enough membership cards to justify their support of the Club"... (Feb, P8).

Parcom had every indication that our

Club was (from a commercial repairers point of view) a large, highly selected, free spending pool of consumers of all sorts computers, computer hardware and software and computer repair services. The survey we conducted at the Feb Main Meeting served to confirm the large volume of repair traffic going to the Repairers who can easily and cheaply reach their market through the Club communication network.

Parcom was not interested in such explanations, and dismissed them. Parcom was interested in cost reduction. They may really have believed that few Club Members patronized their service, or they have believed that they had a captive market that would find it difficult to go else where. But whether their reasoning proceeded from inept Economic Rationalism or Market Misjudgment or Private Whim-it's not a matter on which we need waste breath speculating.

No attempt was made to denigrate Parcom, (as anyone able to read can easily judge)- which is the baseless claim made by Peter Hughes. A account of their commercial attitude to the Club is no denigration. They have a perfect right to reduce costs by ceasing to advertise with their largest and most intensive collection of Commodore users. It is shocking, but not surprising, that Peter Hughes would wish to keep this information secret from the community of Commodore Users. Our Members also have their Perfect Rights to act on their own enlightened self-interest.

It did emerge during the March Meeting where Peter Hughes launched his first attack (3 months after Parcom cancelled its ad) that some members

were in dispute with Parcom over its repair practises. That is not a matter on which I have direct information, nor would the Club take a view on such matters.

Free Advertising For Parcom?

Throughout its history, the Club has always been generous in its support of commercial suppliers to our computers. It is in the interest of our members to know where to shop, where to find products, and know what's available. Even the most superficial perusal of CURSOR would reveal letters praising Suppliers and services.

Often, it seems, it is our users who discover and promote useful products and services, while commercial suppliers are somewhat at a loss to know who or where their markets are.

We do this with pleasure and in our members interest, but we do not compromise our independence. Our whole duty is to our members; not to any advertiser or patron. We have Ralph de Vries to thank for long ago establishing this policy of representing our members with integrity.

PHILOSOPHY

] Implicit in the HUGHES attacks is a philosophy that the Club is there to oblige and serve commercial patrons. Such a doctrine might find favour with those who hope to curry some privileged relation with a commercial patron, but generally it is privilege at the expense of others, and is a doctrine inimical to the interests of ordinary members.

CASH VALUE

If we can find no worthy principle behind Mr Hughes' rage, then let's look at its cash value: Parcom advertising grossed an annual amount of \$330. The printing costs a page of the traditional sized CURSOR is about \$15.00.

So this whole campaign is about a matter with a net worth to the Club of about \$150 or about 3 ordinary memberships.

All of these Hughes' tantrums should be seen in the context of the Club struggling to adapt to new circumstances and supported by the hopes and goodwill of ordinary members. One wonders whether, if it were the rights of 3 or 30 or 300 ordinary club members, it would elicit a nod, instead of this flood of spleen.

DISCOUNT LISTS

Mr Hughes complains there is no mention of discounts in CURSOR. Read the Febuary CURSOR! The very article which provoked PHs' Rage is entitled "Show Your Green Cards" and contains a Club discount list (extendable, of course).

Lists can only be a rough guide since they may apply to discounts on selected items, discounts from a high marked price etc. We do hear of members with refined levels of negotiating skills, who recount how they have stiched up remarkable deals for themselves, but we leave that to the artists. For the simple souls, which is most of us, its worth showing your CCUG(Q) Green Card. PH has obviously forgotten the discussion of Club discounts at the

February Meeting, with requests for feedback and advice from members. The matter of making an up-to-date list had also been raised by me and discussed at Committee meetings in October and November. There was even a BBS message request about that time asking members to help supply feedback on discounts. Even if PHs were unable to process these statements by himself, one wonders that his close association with certain committee members did not apprise him of the facts.

IMPUTATION

A new imputation, wholly the invention of Peter Hughes, so far as I can understand it, is that that I somehow was responsible for Parcom's decision to cut its advertising. The simple chronology of events (well known to Mr Hughes) scotches this invention. I notice that this time he is not repeating his April Meeting invention that a Bi-monthly CURSOR is some sort of wanton act by me.

CONSTRUCTIVE COMMUNICATION

I'm sure we should all gratefully accept PHs' latest offering on its face value, as another "constructive communication in the interest of the Club and fair play",- almost as "constructive" as his behaviour at the March Meeting- and of course a splendid sample of his understanding of "ethics".

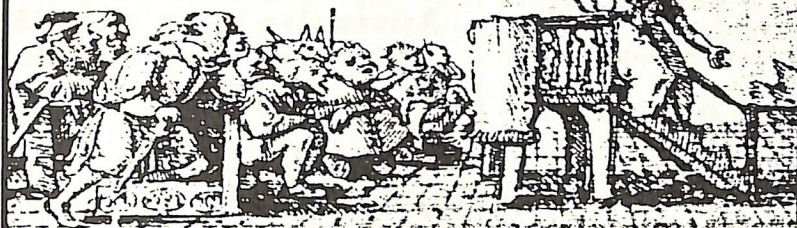
(Ed)

Bytes : A Noticeboard for Members

For Sale A500

A500, 1 meg RAM, 2 drives, switchable 1.2/1.3 ROM, just been serviced by Parcom and is in PC. Some original software included. £700. Phone 355 3904, and ask for Russell M. (Russell also has an A200HD, 52 megHD, Workbench 2, Ecs, Software, extermal 3.5, software and Phillips CM8833-II sterio monitor for sale)

A Mixed Bag



A
collection
of
News
Info
Rumour

Patches for Programs

Those who have PageStream2.2 should be aware of an important Patch for the upgrade-it has been distributed through the BBS networks for speed and simplicity.

There are also Patches for Quarterback 5 and for Prowrite 3.2 available on BBS.

There is a WordPerfect Patch for WB2, written by Richard Carde (see BBS file), and a custom screen patch for DpaintIV.

For those without a modem, ask the PD Librarian

WB2.04 +?: Greg Perry has mentioned an minor upgrade of the Workbench2 disk.

Toowoomba disk newsletter Debug announces that GADGET (group of Amiga dudes who have everything together) and the Toowoomba CCUG are to merge.

Library users will find that the Debug May Disk is worth a look..On the disk are some impressively textured landscapes by GADGET President John Rowe produced with VistaPro2, a landscape generat

BIRTHDAY!

May 1982 was the 10th birthday of the C64.

Lobby Group goes Keystone

News item in: Bay Amiga Computer Club Napier NZ May 1992 reports the difficulties of a Business Software Association's Keystone Kops botched attempt to take over a police raid on rival software supplier. The item quotes from the NZ press the claim that New Zealand police now regard them with disfavour and refuse to be advised by them.

Commodores fight back

ACAR, MAY 92 mentions that the new "entry level" A600 will sell under \$500. Andrew Farrell says, "Throw in a hard Drive and a fast processor and you'll be knocking the PC market for six!"

World of Commodore Show

ACAR notes that the A600 will be on sale at the Sydney World of Commodore Show (2-4 July, Darling Harbour Exhibition Centre.

ACAR's editor Andrew Farrell is to be congratulated for being prepared at least to argue the merits of the new Amigas in Comparisons with 386s and Windows. Short simplistic answers won't do, but Commodore Users are asking for people to argue their case.

ACAR reports on another probable new Amiga- Model A300 which it speculates is intended to try to find the mass market slot held for so long by the C64.

AMOS version 1.34

Latest version of AMOS is 1.34. Available from Australian Amos Club

Assessing DPaintIV

ACAR P16, MAY 92: has an article "Flawed ART Down the DPAINT Road" by Graham Bowden which is a useful assessment of DPAINTIV in comparison with DpaintIII. I fortunately did not wipe my Dpaint III, when I got Dpaint IV. For simple line drawings in Hi-Res, such as the stuff intended for CURSOR, Dpaint III is slightly more comfortable.

"Amazing Superbase Personal Giveaway"

Amiga Computing May 92 comes with a CoverDisk which is V1.00 Superbase personal(1987) (complete). They promise future disks will contain the Users guide.

CD-ROM Drive: The add on CD RoM drive for the A500 previously called A690 is renamed as A570. Amiga Computing (British) reports that they are shipping the product. Amiga Computing mentions a new Pascal compiler for the Amiga, HiSoft's HighSpeed Pascal, said to closely resemble Turbo Pascal 5.

Not to be Missed!

Scientific American 1991 is a whole issue devoted to Communications, Computers, and Networks., which is full of incisive ideas for the complete computer browser. While lack of space prevents me from quoting bits, I would particularly commend to our readers attention the article "Civil Liberties in Cyberspace" by Michael Kapor (designer of Lotus 1-2-3)- though provoking stuff for readers interested in the clash of people, computer and communications technology, and a legal framework lagging behind and out of sync.

Moog Music

THE Dream of the Electronic Village is still alive. COMPUTE (March, 1992) has an interview with Robert Moog (who invented Moog synthesizers 30 years ago) on trends in electronic music and computer software. Yes, the Amiga gets a mention. Quote "Compute: Will electronic music affect society in new ways? Moog: Wordprocessors have returned the publication of newspapers and mags to the grass roots. I think the same thing will happen with music. The Music Business is getting more and more up into the stratosphere with the amount of money it takes... But now we have thousands of creative artists and they're making CDs-high quality music for peanuts, and selling it over small networks of customers that they have..."

You can make a cassette for half a dollar, you

can make a CD -the price of pressing CDs has come down to about two dollars or a dollar and a half each. That's amazing"

Australia is on the US Priority Price Watch List

David Frith (Sun Herald p.56, April 26, 1992) writes: "Australia was equated with countries like Egypt, Taiwan, China, for not cracking down harder on illegal copying of software"

"There is widespread suspicion in the industry that the current priority Watch listing is a hardline American reply to the roasting President George Bush received over the US farm trade policies when he visited Australia earlier this year.

"It may also be not entirely unconnected with the Prices Surveillance Authority inquiry into software prices in Australia which opens public hearings in Sydney [in May]..."

The big American companies may argue at that inquiry that the cost of piracy which the BSAA puts as high as \$300 million in lost sales -is one reason for maintaining significantly higher retail prices in Australia. compared with the US."

* Note: AUI (p.22, May92) reports the claim that research (data gathered by the Software Publishers Association of U.S.A.) shows that \$4.46 billion was lost in software piracy in Western Europe in 1990.

The research bases its estimate on a comparison of the volume of sales with an estimate of the number of users, and an estimate of the average number of programs they use. If those estimates are not accurate (it is difficult to see how they could be) any calculations based on them are classic 'rubbery figures'.

How to trigger a trade embargo by a foreign power? I rang the US Consul Information Service, where a spokesman at first claimed total ignorance of the Priority Watch List; but he warmed to the occasion, to the extent of asserting that if Australia was on the Priority Watch List, there could be no doubt it was a major thief of US

intellectual property. The Price Watch was a function of International Trade Administration in Washington and part of the mechanism for imposing trade embargoes. On what basis, by what evidence, or by what procedure, Australia came to be on the Priority Watch List, the US Consulate could give no guidance what so ever. Nor could anyone else I could find.

Did it get there on the basis of dubious claims made by the American Software lobby group, the BSSA? That seems to be an implication of the David Frith article. If so (we too can adopt the hypothetical mode) perhaps we should encourage equal respect for the law by lecturing the lobby group on breaches of the Crimes Act. The Prices Surveillance Authority investigation into Australian software prices, which reports at the end of the year, and which seems to have sparked all of this, could be lots of fun!

From AM Report 2.03 (An online Commodore news magazine)

COMMODORE EARNINGS

"NEW YORK (APRIL 29) PR NEWSWIRE - Commodore International Limited (NYSE: CBU) today reported earnings of \$4.1 million, or \$0.12 per share on sales of \$194.6 million for the third fiscal quarter ended March 31, 1992.

This compares with net income of \$1.4 million, or \$0.04 per share after extraordinary charge on sales of \$246.3 million in the year-ago quarter.

For the nine months ended March 31, 1992, Commodore reported net income of \$49.5 million, or \$1.47 per share on sales of \$770.3 million. This compares with net income of \$44.9 million, or \$1.37 per share after extraordinary charge on sales of \$830.7 million in the prior year.

The decline in sales for the quarter was primarily due to the discontinuation of the unprofitable low-end MS-DOS range, and a reduction in C64 sales, due to economic softness in certain markets. This was partially offset by a 10 percent increase in

unit sales of the Amiga line along with continued growth in the Professional PC line.

Gross profit for the quarter declined, primarily reflecting the impact of lower revenues, partially offset by the favorable impact of hedging activities. Operating expenses were reduced by 25 percent vs. the prior year.

These factors resulted in net income for the quarter of \$4.1 million.

Irving Gould, chairman and chief executive officer stated: "Revenues and profitability for the quarter were adversely impacted by the weak global economic environment. However, we are encouraged by the continued growth in the Amiga and Professional PC lines. Furthermore, Commodore's range of products has been enhanced with the recent introduction of the Amiga 600 and 600HD, a new line of consumer products which have been well received in the marketplace."

New MAC EMULATOR

(from AM Report 2.03)

Utilities Unlimited's announce new hardware/software emulation platform "EMPLANT". This package is an open-ended emulation platform designed to allow the emulation of virtually any computer at hardware-related speeds.

The package consists of one EMPLANT board (fits internally for A2000-3000 in a ZORO II/III slot - on the expansion bus for A500-1000), and a software driver for MAC IIx emulation.

The MAC IIx emulation is a full blown color MAC IIx with ALL of the same features available on a real MAC IIx. Video display drivers allow the use of 3rd party video boards to allow full 256 color emulation. Device drivers allow the use of virtually any storage media. A normal MAC IIx uses a 68030, however, Apple did provide exception handling routines for the 68000 (odd, eh?), so 68000 users will be able to take advantage of this emulator too. The MAC IIx emulator will run all known MAC software, so compatibility at this point is 100%. The emulator completely multi-tasks

with the Amiga, allowing files to be transferred to/from AmigaDOS to MAC from either OS.

The way that this hardware is designed, by simply changing the ROM-SIMM module (MAC IIx uses a 256K ROM-SIMM), and the software driver (emulator software) we can change what computer is being emulated. Because of this flexibility, we *will* be emulating the MAC IIx and QUADRA computers by the fall. A simple software upgrade is all that will be required.

Support for high density drives (such as CBM's 1.76 drive) have been included, as well as support for the 800K MAC disks with the SYBIL hardware.

Also included on the hardware board are 4 sockets (28 pins) that can be used for BIOS ROMs, static RAM, or utility programs. ALL of the custom chips used in the MACs are emulated through hardware, so speed is identical (or faster) than the real thing.

The retail price for these units is \$199 for EMPLANT, and \$249 for EMPLANT and the SYBIL system.

Steam Age Computing

"In my Eden, we have a few beam-engines, saddle-tank locomotives, overshot waterwheels and other beautiful pieces of obsolete machinery to play with: In his New Jerusalem, even Chefs will be cucumber-cool machine minders..."

(from Vespers, W.H. Auden)

From of the C64 Magazine Disk **Loadstar 94**, *Diskoverly editorial* by Fender Tucker, its editor, who has an accute judgement of who Loadstar subscribers are, and who has kept and still loves to use their C64.

Quote:

"As an editor of a "Computer Magazine" I get all kinds of things in the mail.... The Bureau of the Census, part of the Department of Commerce, sent me a one-page compilation of statistics and I thought I'd pass some of them on to you.

* The home personal computer is now ten

years old. (And many of the C-64's are still working.)

* Nearly 1 in 3 of all persons above the age of three have used a computer.

* Nearly twice as many people owned computers in 1989 as in 1984; 15% vs 7%.

* 46% of all children used a computer in school or at home.

* 1 in 6 adults has a home computer.

* The age group that uses computers the least is the 65 and over group.

(This is NOT the case with LOADSTAR. Judging by the letters Jeff and I receive, the 65 and over age group is LOADSTAR's largest.)

I think so many retired people use C-64's because they are inexpensive to buy, understandable, and don't require annual outlays of thousands of dollars to keep them current. Thanks to Creative Micro Designs there are new products for the C-64 but everything is backwardly compatible. You don't have to buy a new system to run new software as the IBM people do.

I also think the reason so many users who are "chronologically disadvantaged" (as Maurice Jones puts it) prefer the C-64 is that it is a true programmer's computer. It takes a lot of books and development programs (big \$\$\$) to learn to program an IBM. For the C-64 all it takes is the Programmer's Reference Guide and a subscription to LOADSTAR. A lot of us who started on computers before there was much software learned that making software was more fun than using it.

Even more illuminating numbers came from the Tenex catalog and some newsletters I received this month.

* Commodore shipped over 800,000 new C-64's last year! 85% of these were in Europe, which is not surprising.

* C-64 sales in 1991 were up 30% over 1990 sales!

* The Commodore share of the European market was 12%, second only to IBM." ☐

Fontology and all that...

The following explanations are extracted from *Fontology* 221 by Deron Kazmaier, (DTP World the PageStream Newsletter from SoftLogic Publishing 2nd Ed 1991).

What is a hinted font you ask?

Mathematics aside, a hinted font is a font that contains not only the shapes of all the characters in an outline (or vector) format, it also contains some additional information. This information is the key to good quality output and is called the "hinting". Generally speaking the information or "hints", explains to the program how to avoid round-off error that causes non uniform character stems. If you look, you can see what can happen to the letter H in a PageStream font at low resolutions. The left stem is two pixels wide, where as the right stem is three pixels wide. This occurs at all point sizes, but is most noticeable when the point size is small. When the stem is only two pixels wide, one pixel difference is significant. In this case, hinting causes the stems to be the same width.

Now this can occur in several ways...but the results are evenly weighted stems that are more aesthetically pleasing to the eye.

AGFA COMPUGRAPHIC FONTS

Compugraphic fonts are hinted fonts for output to dot matrix and non-PostScript printers. For most non-PostScript users, these fonts are the best choice. They provide quality that rivals PostScript, and do so for every class of printer that SoftLogic supports but one, PostScript.

At this time you cannot print a Compugraphic font to a PostScript printer. This may seem inconsequential to the average dot matrix owner and it is, unless you ever intend on printing your documents on a high resolution Postscript imagesetter such as a Lino. Then you will need a Postscript font that is equivalent to the Compugraphic font to step in and take over.

The one other disadvantage to Compugraphic fonts are their size. A single font will range anywhere from 70K to 130k. Most typefaces such as *Garamond* need a Postscript equivalent downloadable. It's no

wonder PageStream v2 ships on 4 disks.

What files contain information needed by compugraphic fonts? Each weight of compugraphic family for example Garamond-Antiqua) is found in a separate file on disk, and usually has the ".CG" extension. This file contains not only the outline and hints for that file, it contains the width and kerning pairs for that font. This is the only file needed for each individual font, and one may add and remove them individually. However there are several support files that must be present for Compugraphic fonts to work properly.

The first and most often forgotten file is the PlugIn Typebucket. This file is a collection of commonly used characters such as punctuation and numbers that some fonts use instead of specifying their own outlines for these characters. This file must be in a path that is added to the font manager for any Compugraphic font to show up. Because it is not a true font, it does not show up inside of PageStream's font manager box, but it is there. Also the FONTSSv2 must be in the same place as your FONTSLISTv2 file. This is a symbol set file that is used to map several different Compugraphic character sets to the PageStream character set....

Type 1 fonts use a file set-up similar to the one that PageStream fonts use. Fonts with information and kerning pairs are derived from the .AMF (Adobe Font Metric) file. The outline is contained in the .PFB (Printer Font Binary) file. As with PageStream you don't need both the outline and the bitmap. The bitmap is best used for high speed on screen display. The outline required for PostScript and recommended for dot-matrix printers. The only other support files needed to get Postscript to operate is the FontEQUIVv2 file. If you add a 5 font family to PageStream via the font manager, and 4 or less of the weights show up in the font/point requester, there is a good chance that an attribute in one of the files was not recognized. You will need to amend the fontEQUIVv2 file to tell PageStream about this unusual attribute... ☐



Transferring Text files between C64 and Amiga



I often encounter Amiga users who began as Commodore 64 users and who still have large quantities of data (even whole books) written with their 8 bit wordprocessors. Problem: how to get their forgotten masterpieces written in Pet Ascii onto their their Amiga disks? With a few bits and pieces it can all be done without tears..

There are a number of ways, such as the use of terminal software and a nul modem cable, or the use of the 64 Emulator Interface (look in the Fish Disks f), or the use of a Transfer program and a serial cable from the 1541 disk drive to the Parallel port on the Amiga.

A helpful first step for those who need to transfer text files might be to review their text with a 64/128 wordprocessor (such as The Write Stuff), stripping off as much formatting as possible. The Write Stuff allows the easy conversion from PROGRAM file data to PET ASCII or true ASCII.

If you have abandoned your old machine then contact Rod Watson at the 64 workshop for help with The Write Stuff..

Once on Amiga format disks, text files can be used normally, and C64 programs can be run with the 64 Emulator.

TRANSFER

From here on you are on your own, but for those who can make cables the following instructions may prove useful:

SERIAL CABLE INSTRUCTIONS FOR THE A500/A2000 AMIGA COMPUTERS

This cable will allow use of a 1541 or 1571 disk drive with the Amiga 500 or Amiga 2000.

PARTS LIST:

- 1 - 6 Pin Din Plug (Male)
- 1 - DB25 Connector (Male)
- 1 Cable, 4 conductor, shielded

WIRING INSTRUCTIONS

DIN PLUG DB25 CONNECTOR

Pin 1	- not used	-----
Pin 2	to	Pin 20
Pin 3	to	Pin 5
Pin 4	to	Pin 6
Pin 5	to	Pin 7
Pin 6	- not used	-----

Internal wiring on the DB25 connector:

Pin 6 to Pin 8

Pin 7 to Pin 9

CONNECTING THE CABLE

1. Turn power off to the computer.
2. Connect DB25 end of cable to the parallel port of the Amiga.
3. Connect Din plug end of cable to 1541 or 1571 disk drive.

NOTE TO AMIGA 1000 USERS: The wiring of the connectors will be the same, except you must purchase a connector that matches the parallel port on your Amiga (called a gender-bender).

Australian Doctors Discover the Mouse Trap Syndrome

Borderline (Albury/Wadonga newsletter) picked up a piece from the Sunday Herald Sun: which reports the medical discovery of RSI Mouse Trap Syndrome in a 33 year old man: symptoms include, two finers of right hand drooping, third finger numb, and unable to grasp a pen. They attribute the cause to compression of the ulnar nerve from intensive use of a PC mouse.

The 8 Bit Club News Reports

Report of Special Interest Group Main Meeting on 7th April 1992 (by Doug Maclurkin)

'matter unresolved'

The future of the Group was raised by Scott Rosebloom. This matter was discussed at some length but was left unresolved. However, there is a strong feeling that membership fees received from this group should be spent on this group and not put into consolidated revenue; the obstacles to achieving this will be obvious and will make the phrase 'matter unresolved' more understandable.

Doug Maclurkin gave a demonstration of the files on Disk #44, ably assisted by Cor Geels. This sort of explanation of files on individual disks proved very interesting and it is hoped to have more shows like this in the future.

Angus Norrie finished the night with a demo of his graphics disk which is yet to be completed. Angus hopes to finish his labours on the disk and we hope to see it in the Public Domain soon

Report of May Main Meeting Demo: catalogue and directory utilities for the 64 by Tom Hacket

On cataloguing, Tom demonstrated a method of listing all your disks and the programs thereon in a way that allowed instant retrieval and location. Printouts can be in either 3 or 6 columns. This program should prove a boon to all of us who find we have to search through disk after disk to locate a particular program.

The directory organiser that Tom showed was able to do anything with a directory including transferring programs from one place to another, inserting dividing lines of various shapes, deleting, renaming &c - a

'must' for every user.

On the night it rained constantly but in spite of this the meeting was well attended and Tom did justice to us all for which we are very grateful.

Vic Mobbs and Superbase

Report of the June 64/128 Demo in S4. Vic Mobbs, who came down from the North Coast, gave a comprehensive lecture on Superbase 128, which attracted a small but appreciative audience. He was also able to show-off the performance of his 1581 (3.5") drives, which are rare.

The following was written by Doug Maclurkin before the Meeting; "Vic has spent over five years studying this database and he should be very interesting to listen to. Superbase frightens most of us because of its complexity but in Vic's hands it will appear quite simple and very useful in many fields. A big turnup is anticipated"

Magazines at Workshop

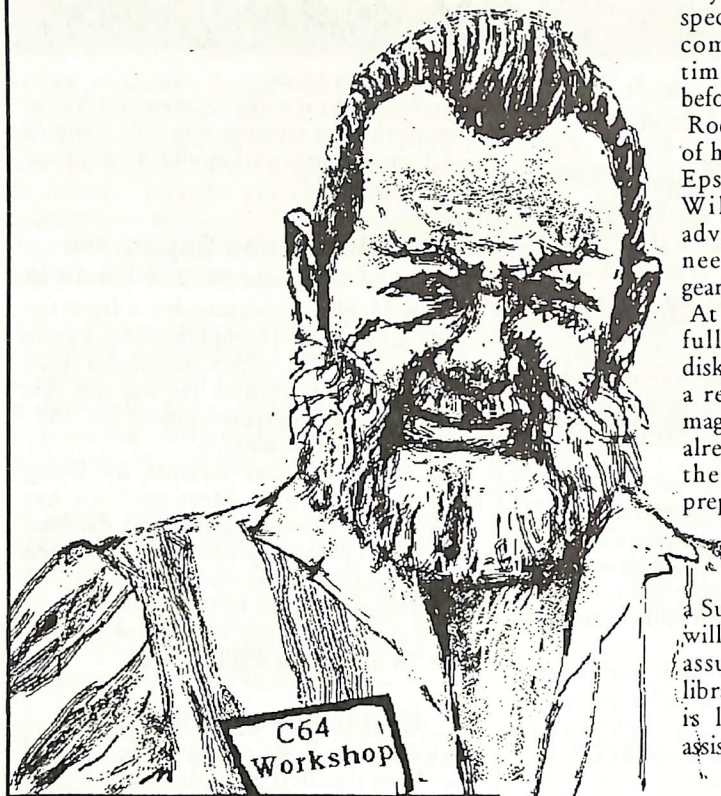
Incidentally, all the magazines up to 1989 have been transferred to the workshop at Rod Watson's and Vic is preparing a Superbase program to catalogue all the magazines and also keep a borrowers' diary.

Coming Soon!

**Main Meeting
64/128 Demo for July 7th
in S4,**

**Don Friswell
Demonstrates Superbase 128
with a
Geneology and FamilyTree
Application Program**

ROD WATSON: our C64/128 Workshop Steward



month from 1 to 4 pm; but if any member want some special book or disk he can come to my house at any time provided he ring me beforehand".

Rod has a 64 and 1541 drive of his own and an SX64 and Epson printer donated by Will Erdman. As Rod advises, "There is no real need to bring your own gear".

At the workshop there is a full set of Public Domain disks and we are building up a reference library of past magazines and books; there is already a catalogue disk for the PD disks and Rod is preparing a catalogue of the magazines and books

Rod is also fashioning a Superbase program which will record all borrowings to assure that no part of the library go astray; Vic Mobbs is lending his powerful assistance in this project.

Among the Seven Works of Mercy (with apologies) can be listed :-)

1. To tend the needy
2. To instruct the ignorant.
3. To counsel those in doubt.
4. To comfort those with problems.
5. To correct errors patiently and with understanding.
6. To provide shelter and space for those seeking wisdom from books &c
7. To pray for those dying from

frustration and despair and restore them to the living.

In all these 'works of Mercy' you will find Rod Watson an equal of Mother Theresa, each in their own field.

As Rod said to me, "The Workshop is normally open on every third Sunday of the

Rod emphasizes, "Windsor railway station is only a few hundred yards from 25 Fairleigh Street and there is a constant stream of buses on Gympie Road; get off at Constitution Rd and take first left then next right."

Rod has the knowledge to help with all basic problems and, if necessary, can also advise where help can be gained. His phone number is 07 8576131.

We in the 8 bit group are very lucky to have Rod provide us with a workshop for our 64/128 computers. I hope we will all lend him every encouragement to continue.

Douglas Maclurkin
(64/128 Coordinator)

C64 Machine Language-Part 18

by Will Erdmann

Although you have become experts at sprite placement and animation, you may still have some difficulties in making up your own sprites using **SPRITE MAGIC**.

What I mean is that you may know all about how to use the sprites you have made, in machine language programs, but somehow these creations of yours lack the artistry that is the mark of the professional programmer.

The first two programs in this article may prove to be the solution to your problem. The first allows you to locate the precise area of memory where the sprites are held. As most sprites used by professional programmers are multicoloured sprites, the programs written below use multicolour sprite mode.

SPRITE HACK'EM MULTICOLOUR

Setup Multi-Colour Mode
Sprite Positions ect.

```
1000 LDA #$93
1002 JSR $FFD2
1005 LDX #$01
1007 STX $D01C
100A LDX #$0C
100C STX $D021
100F NOP
1010 LDA #$F8
1012 STA $07F8
1015 LDA #$03
1017 STA $D025
101A LDA #$09
101C STA $D026
101F LDA #$0A
1021 STA $D027
```

```
1024 LDA #$40
1026 STA $D000
1029 STA $D001
102C LDA #$01
102E STA $D015
1031 JSR $FFE1
1034 BEQ $1050
1036 JMP $1031
1039 BRK
```

DELAY LOOP & INCREMENT SPRITE POINTER

```
1050 LDY #$F0
1052 LDX #$00
1054 INX
1055 BNE $1054
1057 DEY
1058 BNE $1052
105A INC $07F8
105D LDA $07F8
1060 BNE $1031
1062 LDA #$F1
1064 STA $07F8
1067 JMP $1050
106A BRK
```

After you have saved the program to disk load "TAKESATHIEF" from side B of P.D #47. Type:-SYS32768 and then G 0900. When you have played the game after a while press RESET then reload the above program and run it. Press the RUN/STOP key and watch the sprite change shapes and colours.

NOTES ON SPRITE HACK'EM

1. If you refer back to a program called Sprite Animation in part 17 you will note that the only differences between it and the

above program are :-

a. The sprite data is not transferred from one hex dump to another. (See page 32 of the March CURSOR 1992 lines 1705 - 170E)

b. Because the RUN/STOP key routine is looped to the animation sequence of SPRITE HACK'EM (lines 1031 - 1039) it will only work if the RUN/STOP key is pressed continuously.

c. A value of 1 is stored in D01C. When this is done sprite 0 is switched to multicolour mode. (lines 1005 - 1007)

2. I am sure you know that if you store a value of 12 or 0C in D021 you will get a grey background. (100A - 100C). You will also realise that when F8 is stored in location 07F8 the sprite pointer (1010 - 1012) the computer will be looking at location 3E00 for its sprite data. The number is calculated by converting 7F8 to a decimal number e.g 2040; multiplying it by 64 e.g $64 \times 240 = 15360$. If you convert 15360 to hex you arrive at 3E00.

3. You will find out by experimenting that what is stored in D025, D026 and D027 determines the 3 colours of your sprite. You have a choice any 3 of the 15 different colours you can use. D027 is a dual purpose register it also determines the colours of a sprite not in multicolour mode. If you look part 17 page 32 and change D021 to D027 I am sure you will understand what I mean.

4. If you want to store the sprite data your own program type T 1000 1080, 2000 press RETURN then type the following -

```
1000 LDA #$93
1002 JSR $FFD2
1005 LDX #$00
1007 LDA $0E00,X
100A STA $3E00,X
100D LDA $0F00,X
1010 STA $3F00,X
```

```
1013 INX
1014 BNE $1007
1016 BRK
```

Then type T 2005 2080, 1016 press RETURN. Make sure the STOP key and animation programs are looped in the same sequence as before. Then type T3E00,4000,0E00 press RETURN. When run the program should work as before but now both sprite data and program can be saved together. E.g type S "MULTICOLORS", 08, 0E00, 1 080 to save program with sprites.

BACK COUNTER (5 digits)

```
1000 LDA #$00
1002 LDX #$00
1004 LDA $0F00,X
1007 STA $0489,X
100A INX
100B CPX #$05
100D BNE $1004
100F JSR $FFE1
1012 BEQ $102D
1014 JSR $FFE4
1017 BEQ $100F
1019 LDX #$05101B DEC $0487,X
101E LDA $0487,X
1021 CMP #$30
1023 BCS $100F
1025 LDA #$391027 STA $0487,X
102A DEX
102B BNE $101B
102D BRK
```

PROGRAM NOTES:

As the heading suggests this program counts backwards as a key is pressed.

If you compare it to 'A SIMPLE COUNTER' written in part 16 of this series you will find that the above is structured in the same manner. What makes it run

differently are the changes that occur from lines 1019 - 102D or steps 4 to 6 in the program notes.

4. Only if a key other than the RUN/STOP KEY be pressed will x be loaded with 5 and the rest of the program be executed. That is (in the above program) what is held in byte 0487,X (or 0487+5 or 048C) be decremented by one. (1019 - 101E) the result is compared to 30 hex or the ACII equivalent of zero.

5. If the contents of register 0487,X are not equal to 30 hex this means that the carry bit in the status register is still set.(1023) Therefore the computer is sent back to scan and stop key routines (1023 BCS \$100F). Steps 3 and 4 are repeated until the contents of register 0487,X are equal 30 hex. Then the carry bit in the status register is clear, line 1023 is ignored the contents of register 0487,X, that are held in accumulator, are set to the ASCII equivalent of 9 (hex 39).

6. X is decremented and the whole process from line 101B is repeated however because 0487,X is a different column than before,

and the result is different from 39 hex line 1023 sends the computer back to repeat steps 3,4,5 and 6 until the x in 1027 STA \$0487,X is equal zero. Only then when this condition is reached will the final branch instruction in the program be ignored and the program stop.

If you get any problem with running the program you may have to re-run it before it will work properly.

Well that's all for the moment. I am sure you found these little exercises as entertaining as I have found writing them. Be seeing you in August..

ADDRESS ALL MAIL TO

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Or Phone 074-429226 (5.p.m - 8.30 p.m.)

8 Bit *HELP!* COLUMN

This is the *HELP!* column for users of C-64, C-128 and other 8-Bit computers. If you would like to share your experience in the fields of programming, software, hardware etc. with your fellow members, submit your name with your area of expertise to the editor. Remember: the more names, the more knowledge can be disseminated amongst our members.

NAME:	HELP OFFERED WITH:	PHONE:
Terry Baade	Contact for M'borough/Hervey Bay Members	(071) 215 059
Doreen Horne	Programming Problems & Disk Corruption	398 7441
Ivor Laggan	GEOS	273 4212
Doug MacLurkin	MicroSwift Spreadsheet, Basic	350 4034
Vic Mobbs	Contact for Sunshine Coast Members	(074) 923 205
Vic Mobbs	SuperScript/Base 64/128, 1581 Disk Drives	(074) 923 205
Angus Norrie	Simon's Basic	371 2945
Ron Rich	H'ware Interfacing for Amat. Radio Prgms	355 2623
Fred Turnidge	Family Roots (genealogy), Write Stuff	(063) 371 124
Rod Watson	64/128 Workshop	857 6131

Please be considerate - these are after hours numbers, so only ring our members between the hours of 6pm and 9pm during week nights. Thank you!

GEOS *Revisited*

by Tom Hackett

Some years ago I, like many other computer users out there, was swept up in the 'GEOS' fever of the time. I acquired a copy of GEOS V1.2, then V1.3 and with my trusty C64 and single disk drive began to unravel the mysteries of GEOS.

After twelve months of frustrations with error messages on screen and messages like "please insert the original GEOS System Disk used to boot this application", I gave up and shelved my copy of GEOS.

Late last year, two very good friends of mine, Ivor Laggan & Doug Maclurkin, convinced me to REVISIT GEOS once again. By this time, I had made some changes which I will outline in this article, in the hope that any other frustrated GEOS users out there may benefit from, and like me, rejoin the ranks of HAPPY GEOS USERS.

Q. Should I update to Version 2.0 (C64)/Version 2.1 (C128) of GEOS? A. This will depend on how serious you are about using GEOS.

To fully appreciate this program you need to tailor your system for its use.

I strongly suggest that *unless* you have:-

- a) Two Disk Drives
- or
- b) One Disk Drive and an REU (either 215K or 512K RAM) combined with
- c) A 1351 Mouse and
- d) An 80-DPI Printer (Star, Epson, Commodore or similar) together with
- e) Patience and a great deal of help;

You should not consider entering this aspect of computing.

Now, having said that, you can proceed on

with the positive aspects of GEOS. There are many happy users of GEOS throughout Australia. However, because they do not have a central user group or any local newsletter to communicate with each other, they, like me, have to subscribe to overseas clubs in order to feed their appetite for new programs and utilities. These clubs, together with a large volume of programs, do exist, and have large memberships which span vast distances and many countries.

So what I am trying to say is, if you are out there and interested, let us know so we can all pool our knowledge, help each other with problem areas and maybe in the long run, form an Australian branch GEOS Interest Group (geoDOWN UNDER).

What do you think eh? Let's hear from you soon.

SNAPPY TOM

P.S. Should anyone wish to contact me by mail, my address is:

SNAPPY TOM ☐
5 East Street
KEDRON, QLD 4031.



Using Superbase Personal 2

A Simple Accounts system

← by John van Staveren

(This is a continuation of John van Staveren's article in Cursor, April/May, page 14.)

My understanding of book keeping is very simple: record your financial transactions, sorted by:

1. income or expense category
2. individual categories, like wages, interest, etc. as income categories, or electricity, phone, etc. as expense categories.
3. entries in these income and expense accounts should give me important information like: date of payment, method of payment (cash, cheque, credit card, etc.), amount paid, paid-by for income accounts, or paid-to for expense accounts; a generous comment area, where I can record information like an Invoice number, description of the income or expense.

Before setting up such an elementary accounts system, I am thinking about methods to make entry and search of my accounts as easy as possible.

The first problem I can see is the problem of the Account names. It is so easy to type an account name slightly different from your usual way: like Rates, entered as ratse, with the result that when you create a report on your Rates payments, you always miss out on that one entry, for which you misspelled the Account name.

An easy way to prevent that, is to use a separate File with account numbers and Account names. I thought 40 accounts more than enough for my needs: 19 for income accounts and 21 for expense accounts. So I defined the 3 Fields of my file "Account_names" as follows:

1. number (validated as ≥ 1 and ≤ 40)
This field is my Index field. I put this validation in, to prevent

myself to use numbers which I did not wanted.

2. Name a 35 character text field to give the Description of the account.
3. Income/Expense a 7 character long Read Only Calculated text field for which I used the formula: $(\text{number}.\text{"Account\_names"} < 20) ? \text{"Income"} : \text{"Expense"}$. This means that as soon as I enter in the first Field a number smaller than 20, this 3rd Field will automatically display that this is an Income Account, and otherwise an Expense account. This, I feel, is another good check on the "inputting", to make sure that I keep the first 19 numbers for Income accounts, and the rest for Expense accounts.

After definition of this File, I started entering my accounts, not necessarily using all 40 available numbers of course. This "Account_names" File serves as my Table of accounts, which is used by my "Journal" File, which contains all my financial Records.

Requirements for my "Journal" File are:

Fields that keep all the relevant information on the transaction, as fool-proof as possible against errors in "inputting", and as easy as possible for the user.

I always find it helpful to have in each Record information on what date and at what time the Record was created. In this way I can easily recall or modify a whole heap of Records that were created on certain dates or between certain times, via the "Update Process". To date and time stamp each Record does not cost the user any time, because it is done by the system. Here is how

I defined my Fields of my "Journal" File:

1. **Entry_date:** A constant Date Field for which I used the Formula TODAY. Best to make it a Read Only Field.
2. **Entry_time:** a Constant Time Field for which I used the Formula NOW. Also a Read only Field.
3. **Number:** (Here I wanted to make sure that I would pick only account numbers, which I had in my "Account_names" File, so I used the following Validation Formula:
LOOKUP (number.Journal,
number."Account_names") ELSE
REQUEST "Account number not
found", "Select another Account
number", 20, a %,
number.Journal, 40 ,
number."Account_names",
name."Account_names"

If you enter an account number, which is not in the File "Account_names", a window will appear, inviting you to pick an account number that does exists.

You can even get all your account numbers in front of you on the screen by entering 0 in the "number" field.

For this to work you must have a same Field type in both Files, a number Field in my case, which I named with the same field name in both files: "number". And this "Number" field is the Indexed Field.

4. **Name:** a Calculated Read Only Text Field of 32 Characters, which picks up the proper account name from the "Account_names" File, and gives an error message if I forget to enter any number in the previous Field. I use the following Formula:
LOOKUP(number.Journal,numb

er."Account_names") ?
name."Account_names": "Enter
number first!"

5. **Date_paid:** a date Field, which I made also into an Indexed Field, which is handy sometimes for quick searches.
6. **Cheque-transfer:** a Text Field to record a cheque number or something else like B/C
7. **Paid-to/by:** a self explanatory text Field.
8. **Comment:** a generous text Field to record helpful information like Invoice number, itemisation, etc.

To make this system really useful, you have to set up a number of "Queries" which are easy. Here are some that give me nice looking and useful Reports: (Note: do not type in the explanations between the brackets!)

Title: "Date" February '92 Expenditure
Journal "Page"

Fields: FIELD (which suppresses the field names on top of the columns) ON "Account_names" (this ensures that the field is not repeated for each record, but only when the field content in the file "Account_names" changes) BF (this prints the contents of the following field in Bold type, so that it stands out) name."Account_names", BF OFF (turns Bold type off) ON (this cancels the first ON command, otherwise only the first record of each account would be printed) "Journal" @ 5 Date_paid.Journal,Cheque_transfer.Journal, Amount.Journal, paid_to_by.Journal,

Comment.Journal,
EJECT(3) (this ensures
that a new page is started
whenever there are less
than 3 lines are left on a
page for the start of the
new record)

Report: SUM amount.Journal (Command
for a Grand Total at the
end of the Report)
GROUP name.Journal,
a m o u n t . J o u r n a l
(Command to print sub
Totals of the amount
under each Account
name)

Filter:(number.Journal=number."Account_
names") AND (num-
ber.Journal>=20 AND
number.Journal<=40
AND (Date_paid.Journal
>="1 Feb '92" AND
Date_paid.Journal
<="29 Feb '92")

(This makes sure it picks up only the
expense accounts paid during Feb '92.
Change the numbers from 1 to 19 and you
get the income accounts. Change the dates as
required.)

Order: number.Journal, Date_paid.Journal,
cheque_transfer.Journal
(This sorts and prints the records in order
of accounts, dates and cheque numbers)

To test this type of Query, I print it
out on screen (OK button) and edit the
thing until I get it right. Then only I make
a hard copy (Print & OK buttons).

Because of the many things I want printed
on one line, I set the Printer Preferences to
right margin 96, elite, or 12 CPI.

All of this looks complicated, but
when you set things up step by step, it is
really not difficult. The beauty of the
system is that you can see the results of
your queries on screen, and alter the queries
until you get them right, before you waste
paper and printer ribbon.

Do not forget to Save your query once you
got it right. So next time you just load it,
change the title and filter for the correct
dates and off you go.

Hope that this long-winded story is useful
to some of you. ☐

*(Why not discuss Superbase with John van
Staveran at the Amiga Workshops? Ed)*

Some info which turned up on our BBS, which may interest our readers:

30 Apr 92, From: Andrew Wilson,
ANNOUNCING

Sirius Cybernetics, Jonathan Potter and
Andrew Wilson who bought you the
Phoenix Board and Directory Opus have
formed a technical and business alliance to
bring you INTERESTING NEW AMIGA
HARDWARE/SOFTWARE products. The first
is the Pick Which Kick Quick Board, a triple
kick start swap board controlled by mouse
and/or joystick button at reset. Selling for
\$49.00 this piece of technical wizardry is a
marvel of the modern age. Future products
will include: A 9600 baud data/fax
modem, bus connected so multiple units
can be connected. A cheap 2 Meg Chip

RAM upgrade for the A500.

A low cost expansion system for the
Amiga to connect it to the outside world,
memory, hard disks etc.

The A600 Amiga

Following Jon's recent trip to the
Amiga'92 Show in Berlin we have one of
these interesting little gadgets in our
possession. Having disassembled it
(and done our warranty) we will be happy
to answer any questions. It's labelled as
an A300 on the PCB and the power supply
so badge engineering is still alive and
well at CBM. The built in IDE hard drive
port looks very useful. Hell, I don't know
if you guys are even interested?

Andrew..

PO Box 462 Goodwood, SA 5034

Starting with Hard Drives

(part 1 of a 3 part series) by Russell Mahoney

So, lucky you, you have just bought a new hard drive and are wondering what you are supposed to do with it. As usual, the manual is probably best avoided lest you get confused and trash the new toy before you get a chance to use it. Here are a few tips from someone who has made quite a few mistakes with a hard drive and who has already asked all the 'stupid' questions for you.

The initial set ups are generally done for you (formatting etc.) and I actually found the book quite helpful for a change. Follow the instructions and you should have no problems but read the rest of this article first.

My first pennies worth of free advice is this, partition your drive. "Partitioning, what on earth is that?", you say. Well, partitions are just what the word says, they are partitions on the drive itself that break it up into several parts so you end up with what the computer thinks are more than one hard drive. (e.g., dh0:, dh1: and dh2: etc.) "Why should I do that?", you may well ask. Well it is like this. If your drive for whatever reason should die at a later date, you don't lose all your data and have to start from scratch. I have my 52 meg drive partitioned into three parts. DH0: is the workbench drive and is about 2.5 Meg in size. DH1: is the bulk of the drive and is about 42.5 meg and holds most of my data and programs, and the remaining 5 meg is a 'temporary' drive (that's what I called it, 'temp') and is where I dump downloaded software and check to see if the system likes it or not. I have had a few programs damage (not permanently) my drive and I had to reformat it, better to reformat an empty 5 meg drive than an entire 52 meg drive with all the software on it.

You may have noticed that there seem to be 2 meg missing from the above figures. That is the small disadvantage of partitioning, it does use some disk space. You will find after you lose all your data that this is a small price to pay. I did.

Next, back-up your drive. i.e. make a copy of everything on all of your drives onto floppy disks, and do it often. There are several commercial and public domain/shareware back-up programs available that copy your drive contents to disk in a compressed format. This is for good reason, eventually, your hard drive will become corrupted and will require reformatting, and hence you may not be able to get all your data back. Back-ups put everything back on your disk exactly how they found it and are much easier than sifting through all your originals trying to rebuild your directory structure manually. Back-ups are boring to make, seem to take all day and at times don't seem worth it, until you have a drive failure.

Another good idea is to check your drive for bad blocks regularly. Most drives come with a program to check if the drive is OK. If it finds a block that is on the way out, it marks it and will not use it again (until you fix it by reformatting at some later, hopefully much later, date). This way you will lose as little data as possible, and the drive will not try to write to blocks that are 'bad'.

The last little piece of advice in this sermon is at the beginning, set up a reasonable directory structure. Hard drives can depending on size hold huge amounts of data. When you come home from the store with your new one people tend to just dump as much as they can on the drive anywhere as quickly as possible. I did, and after a while I had about 50 meg of data in no particular order and could never find anything. Plan from the beginning and organize your programs in some sort of directory structure, it will save a lot of time later sorting it all out.

That I think is all the major things I can think of at the moment, good luck and happy hard-driving, and see you next issue!

Russell

Amiga Clubnews Noticeboard

Coming Soon! State Of The Art 24 Bit Amiga Desk Top Video

For the July Amiga demo, Gordon Wright has agreed to show the Group his state of the art 24 bit graphics and video Amiga setup. Gordon's System, which is an Amiga toolkit for at producing professional broadcast video graphics and animation, has an an Amiga 2500, Bridgboard, Impact Vision 24 card, genlock, In-screen Famegrabber, RGB Splitter, and lots more.

And of course his system is set up with the important 24 bit graphics software including the 24 bit 3D rendering program Caligari, the Scala 24, a 24 bit video titling package, Art Department Pro and all the state of the art tools of the complete Desktop Video producer.

**Also for the July Demo
Peter Keim, local author of
IE, Shareware Icon Editor** (which our members may know from its place in the Fred Fish Collection), will show off the latest version of his program.

This should be a welcome chance for ordinary members to show their appreciation and support for independent struggling software authors.

For users who find a use for IE, they will be able to obtain to obtain the latest complete version for the modest shareware fee.

Richard Carde has reminded us that there are a number of local programmers whose work and example deserve the attention of our User Group Audience. We hope he can gather a group together to put on a Commodore Programmer's night.

Richard did a masterly presentation of the Club BBS for the June Demo.

Lindsay Whipp wins through

FOR the next issue of CURSOR, Lindsay Whipp, a veteran member of the CCUG(Q), promises to reveal all, and present an

anatomy of the difficulties (and opportunities) that beset a local author determined to create and publish computer games software.

Against all odds, Lindsay has won through. His platform game, Baron Baldric, distributed by Electronic Arts, is now in the local Computer shops, in Amiga and IBM versions, and set for worldwide (mainly European) distribution (20,000 units). And a second Baron Baldric game in the pipeline.

To interest a major publisher, an independent games author must judge his markets, find his niche, generate the ideas, write the code, design the graphics-- even design the packaging, and organize and coordinate and pay for every minute aspect of his product's creation and production. Final assembly and boxing of the small Australian run (1000 units) takes place on his kitchen table.

Lindsay judged his only viable strategy was to become an independent producer, supplying the Publisher/distributor with the finished product ready to sell. At every step of this process, there are pitfalls for the software author in this perilous platform game, and all of L's background of resourcefulness and graphic arts design skill and were called on to win through.

Lindsay's article promises to be a source of valuable experience and insight for independent Australian authors of computer software, providing encouragement, as well as insight into the political economy of software, where the author's creative ideas, risks and costs, and long labours, seem but modestly rewarded. (He mentioned that for the game retailing at \$33.00, he nets less than \$4.00.)

Lindsay introduced his character Baldric, complete with rude noises, lots of visual wit, and vestiges of earthy humour, at the May Main Meeting Demo. (Ed.)

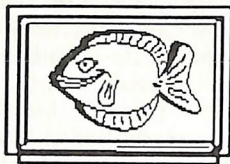
AMIGA HELP! COLUMN

This is the *HELP!* column for users of Amiga computers. If you would like to share your experience in the fields of programming, software, hardware etc. with your fellow members, submit your name with your area of expertise to the editor. Remember: the more names, the more knowledge can be disseminated amongst our members.

NAME:	HELP OFFERED WITH:	PHONE NO:
Richard Carde	BBS GURU, ProgrAmming	3006315
Bob Devries	OS9 Operating System	372 7816
Robert Googe	Video & Audio Digitising	288 8863
Steve Hovelroud	Audio Digitising, Amos	298 5128
Jason Marianoff	RAM expansion, Hardware Mods	89 9 2212
Paul O'Brien	Amateur Radio Communication	397 4102
Brendan Pratt	Modems, Telecommunications, Sidecar	(075) 463 317
Grant Robinson	AmigaBasic	359 4315
John Van Staveren	Easy Ledgers Accounting Program	372 3651
	Superbase Personal	
Mike Williams	AmigaBasic (Beginners), Sound	209 9084
Rod Williams	Monitors & Video Interfacing	263 8990

Please be considerate - these are after hours numbers, so only ring our members between the hours of 6pm and 9pm during week nights.

*Public
Domain
AMIGA*



Fish Disk 611

AntiCicloVir A link virus detector that detects ten different such viruses. Version 1.1, binary only. Author: Matthias Gutt

WildStar Toggles the RNF_WildStar bit in the DOS library root node, which allows AmigaDOS to use the "*" character as a true wildcard which is mostly plug compatible with "#?". Version 1.2, includes source in assembly. Author: Ken Simpson

TeX A complete source and binary distribution of TeX version 3.1 and MetaFont version 2.7 for 68020/030 with FPU. Because of it's size, it's distributed on six disks (611-616) in archived form. Does not include any pk-fonts, previewer, or device drivers. Author: Donald Knuth et. al. Amiga port by Edmund Mergl

Fish Disk 612-Fish Disk 616

TeX, more parts of (see TeX notes on Disk 611)

Fish Disk 617

AutoCLI A 'PopCLI' type replacement that works with WorkBench 2.0 and fully compatible with A3000 & accelerator boards. Always retains the default path and stack, and current directory. Can automatically open CLI/SHELL windows to 1 pixel less than the current screen size on opening. New functions include spline patterning on blanking, toggle freeze mouse, more function keys, mouse activated screen shuffle, close gadgets on Shell windows, and more as many users have requested. This is version 2.17, an update to version 2.12 on disk 571. Binary only. Author: Nic Wilson

Beach

A great new animation from Eric Schwartz. In "A Day at the Beach", Flip the Frog and Clarisse the Cat head out for a day at the beach where they run into MoonDoggie. Needs

3Mb or more of memory. This is part 1 of 2. Part 2 is on disk 618. Author: Eric Schwartz

Revenge A fast-action game with horizontal scrolling in which you control a laser-spitting Camel while destroying hordes of weird enemies who are after your hump. Collect bonuses on the way to obtain more devastating weaponry. In 2-Player & CPU-Assist modes, an Ancipital-creature joins the Camel to make a team. Stereo phased samples, 42 levels in several zones. 512K-NTSC version. 1MEG and/or PAL versions available upon registration. Shareware, binary only. Author: YaK, Llamasoft UK

Fish Disk 618

Beach A great new animation from Eric Schwartz. In "A Day at the Beach", Flip the Frog and Clarisse the Cat head out for a day at the beach where they run into MoonDoggie. Needs 3Mb or more of memory. This is part 2 of 2. Part 1 is on disk 617. Author: Eric Schwartz

Contact A memory resident "pop-up" program for maintaining a list of names, addresses and phone numbers, or other flat file data-base applications. Can print labels in up to four columns, to PostScript printers, or any preferences supported printer. Up to two phone numbers can be stored with each entry, and dialed automatically using pulse or tone dialing. Unique sorting feature allows the user to specify the sort key of each record. Addresses can be imported and exported via the clip-board, or output using the unique 'type' feature. Notes can also be associated with each entry, using your favorite editor. Has full ARexx support. Version 2.0, binary only. Author: Craig Fisher, CMF Software

VCLI Voice Command Line Interface (VCLI) is an Amiga voice recognition program that learns and recognizes 48 spoken voice commands. Each voice command is associated with an Amiga CLI command that is executed when an incoming voice command is recognized. VCLI allows the execution of any Amiga CLI command by voice. Requires the Perfect Sound 3 or Sound Master audio digitizer. This is Version 4.0, an update to version 2.0 on disk 542. Binary only. Author: Richard Horne

VoiceDemo Illustrates the programming techniques required to use the voice.library to teach your Amiga to learn and recognize spoken voice commands. A simple program that will teach your Amiga to recognize and repeat back to you the spoken words "Peter ... Piper ... Picked ... A Peck Of ... Pickled Peppers." Include example

source. Author: Richard Horne

Fish Disk 619

AFaxDemo Demonstration version of the AmigaFax software package. Send and receive faxes with your Amiga 500/1/2/3000. Features background fax operation, share one phone line for fax and data (eg UUCP/BBS/FAX), fax spooling, aliases/mailling lists. Converts between fax and text, IFF ILBM, TeX .dvi files and command files, operates from shell or WorkBench. Requires compatible FaxModem. Demo version limited to single page transmit/receive. Version 1.20. Author: David Varley, C-Born Software Systems

AmiGazer Compute a view of the night sky, using a data base of 1573 stars, for any date, time of day, and latitude. Click on stars for info about them. This is version 3.0, an update to the version on disk 90. Now compatible with WB 2.0. Binary only. Author: Richard Horne

IFF A program to display single or multiple IFF files from Work-bench or CLI. It has been written in 100% assembler to be as small and fast as possible. Version 1.6, binary only. Author: Nic Wilson

Set040 A program to remap Kickstart V2.04 or greater from ROM into 32 Bit Ram on an Amiga equipped with a 68040 CPU, using the MMU, with optional parameters for greater compatibility between various 68040 boards and optional patch to stop drives from clicking. It can also load a different Kickstart than the one currently in ROM, manipulate both caches, and display information regarding some 68040 registers and modes. Version 1.12, includes source code in assembly. Author: Nic Wilson

SysInfo A program which reports interesting information about the configuration of your machine, including some speed comparisons with other configurations, versions of the OS software, etc. This program has been very popular with many users and has been fully updated to include many new functions. This is version 2.60, an update to version 2.56 on disk 583. Binary only. Author: Nic Wilson

Fish Disk 620

Graffiti Demo version of an art program, with a feature set somewhat less than DPaint but more than many other such programs. Has a few

special functions included like autoscrolling, converting screens to other resolutions, changing RGB values of the whole screen, fast autoscrolling magnifier and many others. This is version 1.6e, an update to version 1.5 on disk 610. Shareware demo, binary only. Author: Marcus Schiesser

TKEd TKEd is a very comfortable Intuition-based ASCII editor. It can read texts packed with PowerPacker, has user-definable menus, a comfortable AREXX-interface with 79 commands, an interface to some errortools for programmers, and macros. TKEd is reentrant and can be made resident. Version 1.00a, binary only. Author: Tom Kroener

TrackDOS A program that allows easy transfer of data between DOS, memory and trackdisk.device. DOS means the data contained within a file, memory means the data contained anywhere within the memory map and trackdisk.device means data stored on a disk not accessible with DOS (eg. bootblocks special loader disks etc.). The transfer of data between these three areas is not normally easy or convenient. TrackDos was written to overcome this. This is version 1.11, an update to version 1.08 on disk 502. Binary only. Author: Nic Wilson

Fish Disk 621

IE An icon editor which can create and modify icons up to 640x200 pixels in size, up to 16 colors, edit all non-graphical icon parameters including up to 40 tooltypes, generate C source code for icon and image programming, import/export IFF images, recolor icons for DOS2.0, write text into icon in any font and style, and much more. Demo version of IE 3.0, a major update to version 2.0 on disk number 377. Requires 1 Meg. Source available from Author. Author: Peter Kiem

MultiPlayer Music player program which plays Soundtracker/Noisetracker modules, MED modules, and over 15 other types. It contains a simple control panel, and allows creating "programs" to play a list of modules in sequence or in random order. Works well with 1.3 and 2.0. Supports Workbench 2.0's "AppWindow" feature - just drop modules into the MultiPlayer window to play them. Plays modules at the correct speed regardless of video mode (NTSC or PAL). AREXX port and program load/save available in registered version. Version 1.17, shareware, update to version 1.11a on disk 573. Binary only. Author: Bryan Ford

NComm A communications program based on Comm version 1.34, by DJ James, with lots of very nice enhancements. Works on any Amiga with 512K RAM or more, ANSI/vt100 terminal emulation with 8 color text, PAL NTSC and oversean support, full support for all European languages, baud rates up to 115200 baud, support for lots of file transfer protocols including XPR library protocols, script language, scrollbar buffer, hot keys, an AREXX interface, macros, clipboard support, and more. This is version 2.0, an update to version 1.9 on disk 356. Shareware, binary only. Author: DJ James, Daniel Bloch, Torkel Lodberg, et al.

Fish Disk 622

Challenger A freely distributable quiz program with 500 questions in this version. English and German version included. Version 1.0, binary only. Author: Udo Haisch

Uedit A nice shareware editor with learn mode, a command language, menu customization, hypertext, online help, a teach mode, split windows, copy and paste, undo, features. This is version 3.0a, an update to version 2.6h on disk 539. Binary only. Author: Rick Stiles

Fish Disk 623

AIB A gadtools driven Amiga interface builder for constructing windows, menus, and gadtools. It is incomplete, and was submitted to serve as more AmigaDOS 2.0 example code. Includes C source. Author: Doug Dyer

MakeIcon A command line utility for creating quick icons for programs that don't have icons. (Not related to MakeIcon on disk 255). Version 1.1, includes source. Author: Daniel Kocsis

PPLib A shared library to make life easy for people who wish to write programs that support PowerPacker. Loading crunched files from C or assembly is made fast, short and easy. This is release 1.4, an update to the version on disk 575. Includes source. Author: Nico Francois

RemapInfo An icon color remapping tool that swaps the colors black and white. The program runs on 1.3, but when run on 2.0 it supports the AppIcon feature. It allows you to drag all icons you wish to remap on RemapInfo's AppIcon to recolor them. Version 1.1, an update to version 1.0 on disk 542. Binary only. Author:

Nico Francois

ReqTools A standard Amiga shared runtime library which makes it a lot quicker and easier to build standard requesters into your programs. Designed with CBM's style guidelines in mind, so that the resulting requesters have the look and feel of AmigaDOS 2.0. Version 1.0d, an update to version 1.0b on disk 575. Includes source. Author: Nico Francois

WindowTiler A WB2.0 commodity that arranges workbench windows in many ways (tiling, cascading, etc). Now has a REFUSE tootlype, double click title bar to explode windows, etc. This is version 1.2.1, an update to 1.1 on disk 593. Binary only. Author: Doug Dyer

Fish Disk 624
Csh Replacement for the Amiga shell, similar to UN*X csh. Main features include over 100 built in commands, 70 functions, new system variables, file name completion, freely programmable command line editing, file classes, auto cd, lazy cd, intuition menu for the shell window, automatic RX-ing, local variables, \$(), statement blocks, high speed, plus much more. This is version 5.19, an update to version 5.15 on disk 512. Includes source. Author: U. Dominik Mueller, C. Borreo, S. Drew, M. Dillon

MachIV A macro/hotkey program that also includes features of sun mouse, clicktofront, popeli, clipboard viewer, title bar clock, and much more. Each program or window may have its own hotkeys and other settings. Requires 2.x. This is version 4.0, an update to 3.1 on disk 471. Binary only. Author: Brian Moats

PCMenu Control your pulldown menus from the keyboard using the arrow keys or "first letter matching". Multiple selections made with Shift-Return. Remembers and returns to previous menu items. Completely configurable. This is version 1.5. Binary only. Author: Brian Moats

Fish Disk 625

CanonLBP Canon laser printer driver package, containing WB driver, extra preferences program for additional options (landscape, copies, margins, timeout, etc), PageStream drivers, FontShop program, automatic font download, free definable papersizes, and full support for Workbench 2.0/2.1. Version 1.01, fully functional demonstration version, binary only. Author: Wolf Faust

Pattern A shared library which matches AmigaDOS patterns with strings and

converts strings into uppercase or lowercase, including umlauts. The library works with Kickstart V1.2 and higher and the pattern matching routines are compatible with ARP and AmigaDOS 2.0 pattern matching. An ARexx function library is also available. One of the external programs included in this package is pgrep version 0.4, a small grep command, that finds a string or an AmigaDOS pattern in one or several files, or in stdin (default). Version 5.0, freeware, binary only. Author: Angela Schmidt

SysInfo A program which reports interesting information about the configuration of your machine, including some speed comparisons with other configurations, versions of the OS software, etc. This program has been very popular with many users and has been fully updated to include many new functions. This is version 2.62, an update to version 2.60 on disk 619. Binary only. Author: Nic Wilson

TurboDEX A compiler for the DEX language. DEX is a language similar in structure to Modula2 and C, but different and simpler in concept. Features include compact and fast executables, clear program structure, integration of Exec/Dos/Gfx/Intuition library calls in the compiler, inline assembly, register variables, commented assembly source output, easy to manage development system, and more. Version 1.1, DonationWare. Author: Wouter van oortmerssen

Fish Disk 626

IInfo A replacement for the DOS 'Info' command, written in assembly. This program has a similar output format and takes the same parameters. It has the added advantage of including maximum filesize in bytes that will fit on a disk. Coded in optimized assembly language, it is smaller than the original DOS command. Version 1.00, binary only. Author: Nic Wilson

LoranNotebook A database for storing, searching and printing loran numbers. Store Lats/Lons, TDs, Waypoints, Depths, State, County, Comments, and Quick Comments. Search by any category, and numbers can be searched with a margin of error. Printouts as text only or as a graphic. Select sites on the plot screen by lassoing them. Version 2.0 includes a lon/lat scale on the plot screen, better zooming, and accurate land areas via the World Database II (included) and/or user drawn. You can now show and edit land on your plots by drawing it in or by making a list of lat/lon points. A small sample

database is included. Version 2.0, binary only. Author: Allen Maroney

MMU Text file describing the structure of the A3000 MMU translation table and a simple assembler program to read MMU registers. Author: Laurence Vanhelsuwaé

QCD QuickCD is a program written in assembly to quickly change directories in the current CLI/SHELL with the mouse and a file requester. Ten often used directories can be saved to a config file and quickly selected. Any unused entries are used to temporarily store the directories you have recently visited, and any of these can be easily and quickly selected or saved with the mouse or a function key. Requires AmigaDOS V2.0x. Version 1.03, binary only. Author: Nic Wilson

SiliconSec A bowling league statistics generator. Teams are ranked by win/loss record & total pins. Tracks team and individual statistics. Absent and 'blind' bowlers, floating and team subs easily entered. ABC/WIBC award lists, recap forms, simple newsletter article and other options can be generated each week, if you want them. A address list, phone list, mailing labels and end-of-season report meeting ABC/WIBC requirements may be generated any time. Online help with search may be edited by the user. Runs from the Workbench or CLI. One meg required. Version 1.51, binary only. Author: Allen Maroney

Stuffer MIDI Utility to construct and transmit any type of MIDI message. Message building can be done via mouse or keyboard in hex, decimal or mnemonic form. Supports standard MIDI files and Roland SYSEX checksumming. Version 0.9b, binary only. Author: Laurence Vanhelsuwaé

WaveMaker Realtime waveform generator using Intuition slider gadgets. Allows sounds to be created with a maximum of 8 harmonics. Version 0.9, binary only. Author: Laurence Vanhelsuwaé

Fish Disk 627

ADoc A freely redistributable help utility for the Amiga. Allows you to have permanent help on any subject you want. Features include automatic searching of the word on which you clicked, English and French help files on all Intuition and Dos function calls, an intelligent term request, ability to use original Commodore AutoDocs files, an AREXX port, and more. This is version 7.04, an update from version 3.10 on

disk 402. Binary only. Author: Denis GOUNELLE

Concentration A game in which the player must match pairs of words to win. Takes two players to play and can be played against either another person or against the computer. Version 3.3, binary only, source available from authors. Author: Alan and Heather Keith

FreePaint A freely redistributable painting program, much like the popular DPaint program. Version 37, an update to version 35z on disk 548. Binary only. Author: Stefan G. Boldorf and Björn-Eric Trost

Fish Disk 628

Rocky Another Boulderdash clone. This one multi-tasks and accepts keyboard or joystick inputs. Loads of game levels. This is version 1.0. Includes source in assembly. Author: Laurence Vanhelsuwaé

SrcAnalyzer Filter/Statistics program which analyzes standard 68000 assembly source code and produces mnemonics statistics while also filtering out all unrecognized lines. Output files can be fed directly to a small bargraph display program "chart" (included). Source to "chart", SrcAnalyzer binary only. Author: Laurence Vanhelsuwaé

Fish Disk 629

APIG ARExx Programmers Intuition Graphics library is an ARExx external function library similar to REXXArpLib. APIG.LIBRARY provides the ARExx programmer with access to most of the resident Graphic, Intuition, and Layer library functions. Allows you to create custom screens/windows, gadgets, requesters, intuitext, borders, etc. This is version 3.1, an update to version 1.1 on disk 559. Binary only. Author: Ronnie E. Kelly

RExxRMF ARExx Record Management Functions library is an ARExx external function library which provides keyed file access using AVL trees. With this library one can index data files for fast search/retrieval of data records. The record management functions allow for variable length keys, variable length records, variable number of fields per record, multiple indices on a single file, duplicate or unique keys, passing of record data directly to/from ARExx variables, etc. This is version 1.8, an update to version 0.5 on disk 559. Binary only. Author: Ronnie E. Kelly

Fish Disk 630

BICS Boot Intro Construction Set

is a tool to create a small intro on the bootblock which will appear if you insert the disk for booting. This is version 1.10, a fully rewritten update to BootIntro on disks 244 and 245. Binary only. Author: Roger Fischlin

Fenster A program which can operate on requesters, screens, and windows owned by another program, to close them, change their size, refresh gadgets, move the window to the background, etc. This is version 3.2, an update to version 2.2 on disk 362. Includes source in assembly. Author: Roger Fischlin

MakeIcons Utility that uses selected icons as templates to create new icons for files that don't have them. It can also revise existing icons, giving them new images, tooltypes, or positions. It will operate on all icons in a disk or drawer (the user decides whether it will operate recursively or not) or the user can identify specific icons for revision. Unlike the pseudo icons shown by Workbench 2.0, MakeIcons creates real icons, complete with tooltypes, stack size, and so forth. Version 1.0, shareware, binary only. Author: Fabbian G. Dufoe, III

TrueEd A shareware editor. Version 3.40, binary only. Author: Jurgen Klein

Fish Disk 631

AHDM Amiga Hard Disk Menu. When placed in your startup sequence, AHDM offers a sixteen page menu, each page having up to ten possible actions. By double clicking on an action, that action will execute any legal AmigaDOS command, program, or script file. This allows you to interactively select which programs you wish to start or packages to install at boot time. Version 3.00a, an update to version 1.1a on disk 319. Binary only, demo version that supports 5 pages of 5 actions. Author: Scott Meek

Amigadex A disk based "address book". It is intended to be used as a personal data base for the names, addresses, and phone numbers of all your friends and business associates. May be used to maintain a small mailing list. Includes a flexible print utility and import function. Version 1.61, shareware, binary only. Author: Ray Lambert

KeyBang A program to entertain a very young person while simultaneously protecting your Amiga from the consequences of such entertainment. Keybang draws shapes and

plays sounds in response to playing with the keyboard and mouse. The sounds are IFF 8SVX samples which you can supply, or use the ones provided. This is version 1.0, shareware. Includes source. Author: Mike Stark

Offender Demo version of a fast shoot'em up game based on Williams' Defender game. Runs at 50/60 frames per second. Includes PAL and NTSC versions. Kickstart 2.04 compatible. Requires 68020 CPU and 68881 FPU or better. Version 1.01, shareware, binary only. Full version and/or source code available with shareware payment. Author: Fred Bayer

Fish Disk 632

Attacks A two player strategy game played on a seven by seven grid, modeled after the arcade game called Ataxx. The moves and rules are very simple, but the strategy is complex. Includes source in Modula-2. Author: Scott Biggs

Copper An action game similar to Arkanoid. The objective of the game is to destroy all the bricks on the screen with the ball. Some bricks may take only 1 hit to destroy, or as many as 8. Shareware, binary only. Author: Hai Truong
MrED An ANSI graphics editor that allows loading and editing of ANSI color files, commonly used in BBS programs. Features block moves, a line drawing mode, colorize functions, full ANSI sequence support, and more. Version 1.20, binary only. Author: Robert V. Fahey

PrintFiles A freely redistributable print utility to replace the standard workbench Printfiles command. Supports Arexx, application icon, and setting up a print list with unlimited number of entries. Requires OS 2.04. Includes two versions, V0.9e in English and V0.9d in German. Includes source. Author: Karlheinz Klingbeil

Fish Disk 633

GALer GALs (Generic Array Logic) are programmable logic devices. "GALer" is the software and the hardware which is necessary to program your own GALs. The supported GAL-types are GAL16V8 and GAL20V8. The circuit diagram for the GAL device programmer is available from the author. Version 1.3, shareware, includes source, German version only. Author: Christian Habermann

PlansDemo Demo version of a drawing program with user definable fonts, over 32000 named lockable layers, definable screen resolution,

hierarchical parts and grouping, importing of HPGL plot files, multiple simultaneously loaded drawings, many print options, fully programmable plotter support, 38 mouse drawing modes, over 22 numeric object creation modes, 53 editing modes, rulers, crosshairs, grid, bezier curves, and more. This is version 2.1, binary only. Author: Gary Hale

SoftLock A program to help prevent unauthorized access of your bootable hard drive by requiring a password each time you reboot. Has been tested under both AmigaDOS 1.3 and 2.04. This is version 1.0.1, shareware, binary only. Author: Allan Baer

Fish Disk 634

APIG ARexx Programmers Intuition Graphics library is an ARexx external function library similar to RexxArpLib. APIG.LIBRARY provides the ARexx programmer with access to most of the resident Graphic, Intuition, and Layer library functions. Allows you to create custom screens/windows, gadgets, requesters, intuitext, borders, etc. This is version 3.3, an update to version 3.1 on disk 629. Binary only. Author: Ronnie E. Kelly

NewDefTool A utility to change the default tool for project icons. Has a user defined configuration file for flexibility. Can change default tool according to old default tool or filenames. Supports the use of appicon, so using NewDefTool is a simple matter of dragging and dropping icons. Requires AmigaDOS 2.0. This is version 1.01, public domain, includes source. Author: Kjell Cederfeldt

NewPrint A program for formatting textfiles so that they will print out as you like them to, not on the perforation or on the platen. Adjustable top, bottom, left and right margins. Optional pagenumbers, header and footer info. This is version 2.1, shareware, binary only. Author: Kjell Cederfeldt

NonClick A program to stop floppy drive clicking. Features an intuition user interface that allows you to turn clicking on and off on every drive individually. Requires AmigaDOS 2.0. This is version 1.06, public domain, includes source. Author: Kjell Cederfeldt

Slicer A program for creating abstract art based on mathematical functions, such as the Mandelbrot set, Julia sets, and related abstractions (chaotic dynamical systems). Features include fast fixed or floating point arithmetic, many different

functions, many computation options, many coloring and rendering options, batch mode, focus, multi pass, zoom in, zoom out, pan, and four dimensional navigation. The produced pictures can be thought of as cross sections or "slices" revealing the insides of solid (if imaginary) objects. Version 2.0, an update to version 1.0 on disk 249. Binary only. Author: Gary Teachout

Fish Disk 635

BootPic BootPic allows you to install nearly any IFF picture that you like in place of the WorkBench hand that appears after a reset. Version 2.0, an update to version 1.2 on disk 609. Binary only. Author: Andreas Ackermann

Icons A selection of 8 color hires icons for your viewing pleasure. Author: Ernst Janesch

LDP An ARexx compatible Laser Disc Player for RS-232 serial machines from Hitachi, Pioneer, and Sony. You can have a remote control on the screen and/or the program running to accept ARexx commands. The Hitachi drivers are untested. Works best with AmigaDOS 2.0. Version 1.31, includes source. Author: Ron M. Battle

PowerLOGO A powerful and versatile dialect of the LOGO programming language. Includes all of the support for word and list processing, program code processing, local variables, global variables, free variables, recursion, tail recursion, etc that you expect from LOGO. Also includes support for demons, while loops, menus, screens, windows, window graphics, turtle graphics, reading and writing files, optional inputs for procedures, mutable lists, etc. This is version 1.1, an update to version 1.00 on disk 377. Binary only. Author: Gary Teachout

Fish Disk 636

Alert Gives detailed information about the meaning of various Amiga alerts given the 32-bit hex alert number. Version 1.00, includes source. Author: Stefan Zeiger

EDRC An extensive configuration file for Matt Dillon's DME text editor, using 10 menus and many functions. Author: Stefan Zeiger

Electron Electron World is a cellular automation described in "Spektrum der Wissenschaft" ("Scientific American") March 1990. This is version 3.10, an update to version 2.01 from disk 584 (Wizard Works 2). Shareware US\$ 10. Binary only. Author: Stefan Zeiger

EnvPrint EnvPrint is a handy tool for printing envelopes for letters. Just type in the addresses or load them from disk, and EnvPrint will organize the printing job for you. Includes an ARexx port. Version 1.50, an update to version 1.20 from disk 584 (WizardWorks 2). Shareware US\$ 10. Binary only. Author: Stefan Zeiger

Henon A program for drawing Henon pictures. Includes 3 example parameter collections. Freeware. Binary only. Author: Stefan Zeiger

LISA A program for drawing Lissajous pictures. With full intuition support and WB2.0 design (even under 1.3). Different versions for 1.3 and 2.0. This is version 1.10, an update to v1.01 from disk 584 (WizardWorks 2). Freeware. Binary only. Author: Stefan Zeiger

MemMan The MemoryManager can be used to test programs under different CHIP/FAST memory configurations. Version 1.10, freeware, binary only. Author: Carsten Raufuß

SmallPalette A very short replacement for the WB1.3 "Palette" program using the req.library's color requester. Source in SAS/C included. Public Domain. Author: Stefan Zeiger

TurboLife An implementation of the cellular automation "Life". This is version 3.10, an update to version 2.01 on disk 584 (Wizard-Works2). Shareware US\$ 10. Binary only. Author: Stefan Zeiger

WizardClock A workbench clock with many features and various languages. Version 1.30, an update to version 1.20 on disk 584 (Wizard-Works 2). Freeware. Binary only. Author: Stefan Zeiger

WizardsInfo General information about the Wizard Works disk 3, from which this material was included. Author: Stefan Zeiger

WWBatch This drawer contains two batchfiles that residents/copies to RAM: the commands used by ! Wizard Works ! program startup batch files. Author: Carsten Raufuß

Fish Disk 637

LAZi A graphic interface for the archive utilities Lharc, Arc, and Zoo. LAZi will add, delete, extract, and update single or multiple files, list and test archives, allow you to read extracted readmes/docs or any other ascii file, save a configuration file that holds the locations of your work directories, archive utilities, and its position when iconified. At least 1Mb of RAM is recommended. Version 1.1, an update to version 1.0 on disk 592. Binary only. Author: Mark W.

Davis

LhA A very fast archiver that is compatible with MS-DOS LhArc V1.13 and LHA V2.13, as well as the Amiga LhArc. LhA is very memory efficient, has been written with stability and reliability in mind, has carefully optimized compression and decompression routines, is multitasking reentrant and pure, handles multiple volume archives (registered version only), and more. Version 1.22, an update to version 1.11 on disk 593. Shareware, binary only. Author: Stefan Boberg

MouseAideDEMO A demo version of a "Mouse" utility with all the standard functions; mouse acceleration with threshold, window and screen manipulation by mouse and keyboard, mouse and screen blanking, SUN (auto-activation) mouse, user definable "hot key" command, etc. Also has functions other mouse programs do not, such as multi-icon-select with only the mouse, left and right button swapping, mouse port switching, WorkBench to the front function, freezing of the mouse and keyboard of all input, etc. Written in assembly language for efficiency in size and CPU usage. Version 3.34a, an update to version v2.56a on disk 567. Shareware, binary only. Author: Thomas J. Czarnecki

VideoMaxe A program to manage one's private video tape collection. Both program and documentation are in German; no English version at this time. Version 3.22, an update to version 3.00 on disk 547.

Binary. Author: Stephan Srken

Fish Disk 638

PowerVisor A powerful machine language level debugger for the serious Amiga programmer. Compatible with all Amiga models, all Motorola CPU's from 68000-68040, 68881/68882 FPU's, and the 68851 MMU. Supports ARexx scripts and scripts written in an internal language, online help, some resource tracking, and much more. Version 1.13 beta, shareware, binary only. Author: Jorrit Tyberghien

Run68010 Allows you to run programs that use 68010-specific instructions on 68000-based machines. Uses self-modifying code. Simulates 68010-specific registers. Starts from both WorkBench and CLI. Includes source in assembly. Author: Kamran Karimi

ShellTimer A well behaved shell based stopwatch program. Being shell based, the timer

can be controlled from AmigaDOS scripts, from Arexx macros, from makefiles, or interactively. Requires AmigaDOS 2.04. This is version 1.0. Includes source. Author: John Lindwall

Fish Disk 639

Technoban A Sokoban type game written in assembler. Features include 4 worlds with 10 levels each, new graphics and sounds in every world, 32 colors, 5 stereo sounds, smooth animation, an integrated editor, and a code for each level. Version 4.07, binary only. Author: Tim Schattkowsky

DrawMap Release 4.0 of a program for drawing representations of the Earth's surface. New features include using the full Micro World Data Bank data files, user selection of the items to be included (e.g., coastlines, rivers, etc.) and the amount of detail in each map, and a redraw function. Corrects a problem with box and text selection encountered under AmigaDOS 2.04, but AmigaDOS 2.04 is not required. Requires 1.5 megabytes of memory and a hard disk with 1.6 megabytes of free space. Also includes version requiring a 68020 CPU and 68881 FPU. This is an update to version 3.1 on disk 545. Includes full source. Distributed in two parts, the other part is on disk 640. Author: Bryan Brown.

Fish Disk 640

DrawMap Release 4.0 of a program for drawing representations of the Earth's surface. Distributed in two parts, the other part is on Disk 639. Author: Bryan Brown.

Fish Disk 641

Annotate A text editor written for AmigaDOS 2.04 only, that takes advantage of public screens and the system default font. Features include folding, shifting, and full clipboard support. Version 1.0, binary only. Author: Doug Bakewell

BootX An easy to use boot, file and link virus killer with a KickStart 2.0 look (even under KickStart 1.3). Has lots of options to detect and kill Amiga viruses. Version 4.45, an update to version 4.02 on disk 560. Binary only. Author: Peter Stuer

EVW Early Virus Warning. This program was designed to let the user get a look at important 'vectors' of the Amiga system. Does buffered scans of all library, device and resource vectors. Version 2.22. Binary only. Author: Peter

Stuer

GearCalc A bicycle gear ratio calculator. Version 2.2, an update to version 2.0 on disk 514. Binary only. Author: Ed Bacon

LVD A first defense utility against file and linkviruses. It patches the LoadSeg vector(s) and checks every executable that comes along. Recognizes 25 file or so linkviruses. Version 1.72, an update to version 1.61 on disk 554. Binary only. Author: Peter Stuer

TLog An intuition based program that records statistics to monitor athletic training progress. Maintains a daily record of distance, time, heart rate, weight and temperature. Links a text file with the record for a free form diary. The AREXX commands provide the basis for generating custom reports from the data base. Sample script allows TLog to automatically get to a scheduler to post reminders of upcoming events. This is version 2.01, an update to version 1.0 on disk 514. Share-ware, binary only. Author: Ed Bacon

Fish Disk 642

AutoCLI A 'PopCLI' type replacement that works with WorkBench 2.0 and fully compatible with A3000 & accelerator boards. Always retains the default path and stack, and current directory. Can automatically open CLI/SHELL windows to 1 pixel less than the current screen size on opening. New functions include spline patterning on blanking, toggle freeze mouse, more function keys, mouse activated screen shuffle, close gadgets on Shell windows, and more as many users have requested. This is version 2.19, an update to version 2.17 on disk 617. Binary only. Author: Nic Wilson

EditKeys A keypad editor. Supports editing of string, dead and modifiable keys, as well as control of repeatable and capsable status of each key. Runs equally well under AmigaDOS 1.3 or 2.0. If running under AmigaDOS 1.3, requires "arp.library". This is version 1.2. Includes source in assembly. Author: David Kinder

IFF A program to display single or multiple IFF files from Workbench or CLI. It has been written in 100% assembler to be as small and fast as possible. This is version 1.7, an update to version 1.6 on disk 619. Binary only. Author: Nic Wilson

Set040 A program to remap Kickstart V2.04 or greater from ROM into 32 Bit Ram on an Amiga equipped with a 68040 CPU, using the MMU, with optional parameters for

greater compatibility between various 68040 boards and optional patch to stop drives from clicking. It can also load a different Kickstart than the one currently in ROM, manipulate both caches, and display information regarding some 68040 registers and modes. Version 1.15, an update to version 1.14 on disk 628. Includes source code in assembly.

Author: Nic Wilson

SysInfo

A program which reports interesting information about the configuration of your machine, including some speed comparisons with other configurations, versions of the OS software, etc. This program has been very popular with many users and has been fully updated to include many new functions. This is version 2.69, an update to version 2.62 on disk 625. Binary only.

Author: Nic Wilson

VS2PR

Converts files to and from VideoScape 3D and PageRender 3D. It preserves and matches colors as closely as possible, and retains surface detail polygons from VideoScape. Good for Video Toaster owners looking for the more mathematical 3D objects that PageRender generates so well. Other features include scaling, batch processing, and a QuickRender module that lets you preview the 3D objects in wireframe. This is version 1.0, binary only. Author: Syd Bolton

Fish Disk 643

4Wins

A simple little WorkBench game where the first one to get four happy faces in a row wins. Author: Kay Gergs

DSDemo Demo version of Distant Suns, an Amiga planetary program that has collected numerous awards. Comes in two versions, one that runs under AmigaDOS 1.3 and uses software floating point, and another that runs under AmigaDOS 2.0 and requires a hardware floating point coprocessor. The demo includes a star database with approximately 3700 stars, some limited lunar images, and Halley's comet. Requires 1 Mb of memory. This is version 4.1, binary only. Author: Mike Smithwick

Install

A replacement for the AmigaDOS Install command, with an Intuition front end. This is version 1.1. Includes source in assembly. Author: David Kinder

PCTask

PC-Task is a software IBM-PC emulator. It allows you to run the majority of IBM-PC software on your amiga with no additional hardware. Runs just like a normal application allowing multitasking to continue.

The program has a graphical user interface and no additional filesystem/device mounting is required. A few clicks with the mouse and it is operational. CGA, MDA, Serial, Parallel, Mouse, 2 Floppy drives and 2 Hard drives are emulated. The hard drives can be partitions or hard drive files like the bridgeboard can use. This is demonstration version 1.04. Full version is available from the author. Binary only. Author: Chris Hames

Fish Disk 644

FontConverter

Converts standard font files into C code structures that can be included directly in your program. Probably most useful for people writing programs that take over the machine and thus do not have access to the standard fonts directory. Includes source. Author: Andreas Baum

SystemInfo

A system configuration display program with an Intuition interface. Recognizes about 80 different product codes and about 40 manufacturer ID's. Displays information about all AutoConfig cards, all mounted drives, vectors, processor types, and other useful information. This is version 2.0a, shareware, binary only. Author: Paul Kolenbrander

Unsporting

Another cute Aerotoon animation from Eric Schwartz, starring the A-10 Thunderbolt aircraft, better known as the 'Warthog'. This aircraft's job is to hunt and destroy tanks and other things on the ground, and that is exactly the subject of this animation. Requires approximately 2Mb of memory. Author: Eric Schwartz

Fish Disk 645

DMD

A package that adds many powerful features to DME, including outlining and word processing capabilities. Word processing features include spell checking, ANSI code insertion, pagination, double spacing, text justification, requester for inserting any character, find & replace requester, and intelligent paragraph reformatting. Outlining features allow you to write and renumber outlines. Includes many ARexx macros, a large ".edrc" file, a spell checking program, and a dictionary. Version 2.00. Author: Fergus Duniho

Elvis

A UNIX vi/ex editor clone. Supports nearly all the vi/ex commands, in both visual mode and colon mode. Like vi/ex, elvis stores most of the text in a temporary file, allowing it to edit files that are too large to fit in

memory, and the edit buffer can survive a power failure or crash. Also supports most vi ".exrc" definitions, supports user defined TERM and TERMCAP environment variables, works over an AUX: port, supports function keys and arrow keys, and more. This is version 1.5. Includes source. Author: Steve Kirkendall, Amiga port by Mike Rieser

HDFixer Some of the newer A3000's have high density floppy drives. In the 37.175 version of kickstart, HD disks are not completely supported in HD mode. This program patches the system so that kickstart V37.175 owners are able to use 1.71 MB HD disks in the floppy drive. Requires Workbench 2.04. This is version 1.00, binary only. Author: Peter-Iver Edert

Fish Disk 646

AppliGen An Application Generator for Superbase III. Create the SBpro DML program's menus without having to do the same work over and over. Creates Superbase DML sources with menus, labels, opening of files, queries, etc. Many user-selectable options (including all SBpro SET commands). Menus can be previewed as Intuition menus or text-menus. Sources and included sub-routines can be syntax checked, and exported as ASCII or ".sbp"-file. Version 1.0 interpreted language source and executable. Author: Ivo Kroone KCommodity Multifunctional commodity for OS 2.0. Includes window-activator, time-display in several modes and formats, alarm function, KeyStroke-Clicker, time to environment, Window/Screen cycling, LeftyMouse, ESC-Key can close Windows, Revision Control System, telephone bill calculator, Screen-/Mouse-Blanker, Mapping of german "Umlauts", PopUp Shell, ApplIcon support, LeftyMouse, user definable HotKeys. Fully controllable via ARexx-Port. All settings can be customized and saved to disk. This is version 1.70, requires OS 2.0. Written in assembly for speed and efficiency. Includes source. Author: Kai Iske

MouseAideDEMO A demo version of a "Mouse utility" with all the standard functions; mouse acceleration with threshold, window and screen manipulation by mouse and keyboard, mouse and screen blanking, SUN (auto-activation) mouse, user definable "hot key" command, etc. Also has functions other mouse programs do not, such as multi-icon-select with only the mouse, left and right button swapping, mouse port switching, WorkBench to the front function, freezing of the mouse and keyboard of all input, etc. Written in

assembly language for efficiency in size and CPU usage. Version 4.23a, an update to version 3.34a on disk 637. Shareware, binary only. Author: Thomas J. Czarnecki

SoundZAP A sound conversion utility that will convert almost any of the sampled sound file formats available on different platforms to the Amiga's IFF 8SVX format or into RAW data. It recognizes .VOC, .au (ulaw, 16, 24, or 32 bit samples), .WAV, and Macintosh headered samples, and converts them appropriately. It can also identify ulaw, signed, and unsigned RAW data, converting it properly. It treats unidentifiable headered files as RAW, so they are treated properly also. Version 2.3, includes source. Author: Michael Cramer

Fish Disk 647

Dog A puzzle where the object is to push boxes to designated locations. Uses HAM mode and is written in JForth. Relative difficulty for this puzzle is easy, but it will take over a half hour for most people to find the solution. This is version 1.0, binary only. Author: David M Cole

JM Job Manager is a utility which extends the AmigaDOS multi-tasking environment by providing features such as: allocation of CPU cycles in any ratio to multiple CPU bound processes, default task priorities based on task name, task logging, system uptime reports, task CPU use and CPU % reports, task invocation times, and more. JM has very little impact on the system itself. Requires AmigaDOS 2.04 or later. Includes 68000/20 and 68030/40 versions. Version 1.1, an update to version 1.0 on disk 602. New features include better task name detection, an ARexx port, and a number of bug fixes. Binary only. Author: Steve Koren

Nova A puzzle where the object is to push boxes to designated locations. Uses HAM mode and is written in JForth. Relative difficulty for this puzzle is advanced, and it will take over two hours for most people to find the solution. This is version 2.0, binary only. Author: David M Cole

PowerPlayer A very powerful, user friendly and system friendly module player. It can handle nearly all useful module-formats (Noisetraacker, MED, Oktalyzer, etc.), can read powerpacked modules and comes along with its own cruncher that uses the powerful lh.library written by Kregel/B Barthel. Needs the powerpacker.library and the reqtools.library to run, both included in the package. Also includes

some sample modules. Version 2.1, freeware, binary only. Author: Stephan Fuhrmann

PrintDump A program that will allow you to view or print out the voice data in a Yamaha 32 voice bulk dump file. Allows you to choose any single voice to display or print, or it will display or print all the voices in the dump file. Includes source. Author: Chuck Brand

VcEd A Voice (Tone) Editor for the Yamaha 4 Operator series synthesizers. Version 2.0, an update to version on disk 345. Binary only, source available from author. Author: Chuck Brand

YamEx A System Exclusive and Voice Librarian program for all Yamaha 4 Operator synthesizers. Works with all 100 voice and 32 voice Yamaha bulk dumps. Binary only. Source code available from author. Author: Chuck Brand

Fish Disk 648

AddAssign A small system patch and replacement for the standard CLI commands 'assign' and 'path'. With AddAssign, you may assign a logical device (like 'C:') to one OR MORE physical devices or directories). AddAssign is especially useful for programs which need a library or something else in a specified path, but you don't want them to be there. Version 1.04, shareware, includes source. Author: Alexander Rawass

AntiCicloVir A link virus detector that detects 18 different such viruses. Version 1.2, an update to version 1.1 on disk 611. Includes source in assembly. Author: Matthias Gutt

Vertex A 3D object editor with many features. Has an easy to use interface with many user selectable options. The main view can be easily rotated, positioned or scaled with the mouse, which makes the editor fast and responsive. Special features include fractals, multiply command, point and click editing, an Arexx interface and much more. This is version 1.36.3, an update to version 1.28 on disk 608. Shareware, binary only. Author: Alexander D. Deburie

Fish Disk 649

AMancala This is a slightly modified variant of an old African board game called Mankalla. Zero, one and two player mode, six computer playertypes, protocol function, 12 ranking lists maintained. Also a short online

manual, SingleStep-Learn- Mode and two display modes (numerical, graphical) provided. Usage from both Workbench and CLI supported. Compatible with Kickstart 1.3 and 2.0. This is Version 1.19, binary only, shareware. Author: Thorsten Koschinski

BrowserII A "Programmer's Workbench". Allows you to easily and conveniently move, copy, rename, and delete files & directories using the mouse. Also provides a method to execute either Workbench or CLI programs by double-clicking them or by selecting them from a ParM like Menu which lots of arguments. Version 2.04, an update to version 1.0 on disk 540. Binary only. Author: Sylvain Rougier, Pierre Carrette

CLIExe A XIcon style program. It allows you to execute a script from WB and is completely CLI compatible, because it is a CLI. Can use a real script file or take commands in its own TOOLTYPES. Version 1.1, an update to version 1.0 on disk 540. Includes source in C. Author: Sylvain Rougier

LoadLib Another LoadLib program, but this version take unlimited number of arguments in both CLI/WB and remove the quote (") so it can work in BrowserII at any time. Pure so you can put it in your resident list. Version 1.0, includes source in C. Author: Sylvain Rougier

ParM Parameterable Menu. ParM allows you to build menus to run whatever program you have on a disk. ParM can run programs either in WorkBench or CLI mode. This is an alternative to MyMenu which can run only when WorkBench is loaded. ParM can have it's own little window, can attach menus to the CLI window you are running it from, or to the WB menus, just like MyMenu. This is version 3.6, an update to version 3.00 on disk 540. Includes source in C. Author: Sylvain Rougier, Pierre Carrette

Support Some libraries and other stuff used by other programs on this disk. Placed here simply to avoid lots of duplication. Author: Various

Fish Disk 650

EraseDisk A small, fast program used to erase a disk by setting all bits on the disk to zero. Version 0.92, an update to version 0.69 on disk 544. Binary only. Author: Otto Bernhart

MountShare Allows you to reuse the

loaded code from one device to other devices that are applicable. Using MountShare, you specify a master device whose handler will be reused by other devices. Author: Olaf 'Rhalto' Seibert

OwnDevUnit A package that provides an extended locking mechanism for a device/unit pair that makes using programs like getty much easier. Getty is a program that sits on the serial port waiting for calls to come in. By using OwnDevUnit.library, a program can request that getty temporarily release the serial port. Version 2.1, an update to version 2.0 on disk 577. Includes source. Author: Christopher Wichura

P-Animate A full 3D Animation program for producing animations in Anim5 format, with emphasis on live characters rather than inanimate objects. Can also be used to produce animated illustrations for use in P-Reader illustrated texts. Version 2.1, freeware, binary only. Author: Chas A Wyndham

P-Compress A compression program that produces smaller files faster than any other current general-purpose cruncher, using LZH compression algorithms. Can handle single files, whole drawers, disks, or selected files or types of file within drawers and disks. Includes compression and decompression object files which can be linked to your own programs to allow them to access and output data in LZH format. Version 2.3, an update to version 2.1 on disk 595, with substantial enhancements. Freeware, binary only. Author: Chas A. Wyndham, LZH code by Barthel/Krekel

P-FixLib A new P-Suite utility that diverts calls to DOS library so that P-Compressed files are decompressed before being opened or executed. Any type of file, including icons, executables, libraries, fonts, texts, etc. may be compressed. Effectively doubles the capacity of your disks. Version 1.2, freeware, binary only. Author: Chas A. Wyndham

Fish Disk 651

501 This program keeps score for the dart game 501. Version 1.12, binary only. Author: Gilles Lepage

Icons A bunch of 8-color icons for systems running AmigaDOS 2.0. Previously released 8-color icons from the author appeared on disks 213 and 533. Author: Wolf-Peter Dehnick

SID A very comprehensive directory utility for the Amiga that supports at least a couple of dozen different commands for operating on files. Version 2.0, an update to version 1.06 on disk 338. Binary only. Author: Timm Martin

Fish Disk 652

ARTM Amiga Real Time Monitor displays and controls system activity such as tasks, windows, libraries, devices, resources, ports, residents, interrupts, vectors, memory, mounts, assigns, locks, fonts, hardware and res_cmds. This is version 1.6, an update to version 1.3c on disk 551. Shareware, binary only. Author: Dietmar Jansen and F. J. Mertens

bBaseII A simple database program using an intuition interface. Stores, sorts and searches for information. This is version 5.32, which fixes some bugs which crept into version 5.3 on disk 609. Binary only. Author: Robert Bromley

Brain A small multitasking game which is made for entertainment during compiling/linking. Your task is to create a formation of numbers from 1 to 4 given randomly by the computer. Version 1.01, includes source. Author: Andri Wichmann

Burf A BackUp ReFresher written in Rexx. Designed to maintain backups of important directories between full volume backups. Copies only new and modified files, using either archive flags or date comparison. Can optionally delete from the backup any files and subdirectories not found in the original. This is version 1.00. Author: Michael Tanzer

Elements Very nice interactive display of the the Periodic Table of Elements. Includes general row and column information, plus a test mode where the program asks specific questions about the selected element or row/column. This is version 3.0, an update to version 2. Shareware, binary only. Author: Paul Thomas Miller

Notify A suite of Rexx programs that can be used to issue messages or run commands automatically on certain days and/or at certain times of day. Facilities are provided for the adding, editing and deleting of messages, and for displaying the times and texts of pending messages. A chime program is included to enable

the time to be announced at regular intervals. This is version 1.02, an update to version 1.01 on disk 603. Author: Michael Tanzer

SwitchColors Allows you to switch between three palettes: WorkBench 1.x standard colors, WorkBench 2.0 standard colors and your own palette. Version 2.0, includes source in C. Author: Guido Wegener

Fish Disk 653

AniMan AniMan combines Amiga animation, speech synthesis, and voice recognition, to provide you with an animated talking head that will run any Amiga program by voice command. Ask for an Amiga program by name, and AniMan will oblige. If AniMan becomes impatient, you may be insulted. AniMan will also recite poetry if you ask nicely. This is Version 2.1 of Ani-Man, which requires only 512K chip memory and supports both the Perfect Sound 3 or Sound Master (Sound Magic) audio digitizers. AniMan is like nothing you've ever seen before. Binary only. Author: Richard Horne

BumpRev Implements easy creation of source code revision headers, similar to the log headers to be found at the top of the Amiga 'C' include files. Is a rewritten version of the DoRevision program from disk 325. This version can be used for assembler source files as well as C source files. This is version 1.0, includes source. Author: Torsten J|rgeleit

FileSelect A new file requester which is small, fast and has some new features. It has a flexible filter option, optional DOS- gadgets (delete, rename and makedir), displays the size of a program, is fast, can display all connected devices, etc. Version 2.0, includes source in assembly language. Author: Andri Wichmann

HardBlocks A shared library with support routines for Commodore's hard- block standard, and a small tool which demonstrates use of the library. Version 1.1, includes source. Author: Torsten J|rgeleit

MidiDiag Displays midi data as well as indicating which midi function was detected. Version 2.1, binary only. Author: Michael Dosa

WBase A handy database which stays as a small window on your Work- bench screen and supports PowerPacked files, even crunching them itself. It also allows you to run programs from it. This is version 1.2, binary only. Author: Simon Dick

WControl A printer style controller which stays on the Workbench screen and allows you to change your printers styles, it works through whatever printer driver you have and so works with all printers. This is version 1.0, binary only. Author: Simon Dick

Fish Disk 654

2View 2View is an ILBM picture viewer for use under Workbench 2.0. It supports all standard Amiga graphics modes, SHAM, MacroPaint-style dynamic hires, color cycling, ARexx, and both the CLI and Workbench. A list of files to display can be given, or each filename can be specified individually. Each picture can be shown for a specified period of time or until the user clicks the left mouse button. Version 1.50, an upgrade to version 1.11 on disk 546. Includes source. Author: Dave Schreiber

DSound DSound is an 8SVX sound sample player that plays samples directly off a hard drive, without having to load the entire sample into memory first, making it possible to play samples of any length even under limited memory condition. Version 1.00, an update to version 0.91a on disk 546. Author: Dave Schreiber

Intuisup A shared library with support routines for using texts, menus, borders, gadgets, requesters, and more, under AmigaDOS 1.3. Includes a template editor and source to library and test programs. This is version 4.0, an update to version 3.0 on disk 601. Author: Torsten J|rgeleit

NewBoot A new bootblock which optionally kills all fastmem, avoids NTSC- Amigas (PAL version only), opens the CLI-screen with the maximum size of 256 pixels (PAL version only), installs a fast TurboFonts routine which speeds up all LVOText activities and changes the color during booting to show that no virus is on disk. All options can be skipped by pressing a mouse button. Version 1.1, includes source in assembly. Author: Andri Wichmann

SANA Main text of the final (v1.0) SANA-II Network Device Driver Specification. To actually develop a SANA-II device or software which directly uses one, you will need additional information (available from CATS). Update to the obsolete version on disk 540. Author: Dale Larson, Greg Miller, Brian Jackson, Ken Dyke

WBLink WBLink adds an 'AppIcon' to

the Workbench 2.0 screen that creates a link to whatever file or directory is dragged on top of it. This version fixes some bugs and lets the user specify where the icon will be placed. Version 1.10, an update to version 1.00 on disk 546. Includes source. Author: Dave Schreiber

Fish Disk 655

Ashido A clone of the commercial game 'Ishido'. You must put 62 tiles with 6 different patterns and 6 different colors on a 12 x 7 board, but only tiles with either same color or same pattern may touch each other. Version 1.0, includes source in assembly language. Author: Andri Wichmann

Haktar A kind of Adventure Construction Kit based on an easy-to-learn interpreter language. With it, you can create moderately complex multiple choice adventures. Some example adventures are included. Version 1.6, includes source. Author: Guido Wegener

Fish Disk 656

CyberCron A cron utility for AmigaDOS 2.0. Uses the new, more flexible, AmigaDOS 2.0 technique for running programs. Offers an extended set of options that may be specified for any given event. Version 1.2, includes source. Author: Christopher Wichura

JbSpool A print spooler written specifically for AmigaDOS 2.0. Has been implemented as a commodity and written with the "User Interface Style Guide" close at hand. Features a complete font adaptable GUI containing a lot of control gadgets and menus. Version 1.0, includes source. Author: Jan van den Baard

Pipeline A game like the commercial game 'Pipe dream' (Pipe mania). Needs a joystick. High scores are saved to disk. This is version 2.0, an update to version 1.0 on disk 358. Includes source in assembly language. Author: Andri Wichmann

SurfacePlot SurfacePlot is a math tool for drawing 3-dimensional parameterized surfaces. Useful for visualizing the surfaces used in various mathematics classes. Allows you to use three separate functions for the X, Y, and Z coordinates. Includes rotation and zoom for changing the viewpoint. Version 2.0, binary only. Author: Ole Bak Jensen

Fish Disk 657

BaldricDemo Demo version of a commercial platform style game. Works with PAL or NTSC. Binary only. Author: Lindsay Whipp

K4Editor Demo version of a sound editor for the Kawai K4 Synthesizer. Displays and allows editing of all parameters of midi data dumps. This is version 0.99, shareware, binary only. Author: Martin Stengle and Bernd Jessel

NoDelete This program pops up a requestor to alert you of a file deletion being attempted via DeleteFile() and allows you to accept or cancel it. This also pertains to any files you attempt to delete via "delete". Version 2.01, an update to version 1.5a on disk 477. Includes source. Author: Uwe Schuerkamp

Fish Disk 658

Bump A little tool that makes it easy to keep the version string in your source code up-to-date. Version 1.0, includes source. Author: Jan van den Baard

Enforcer Detects/protects against illegal memory hits. Compatible with all OS versions & machines (requires a Memory Management Unit or 68030 processor). The low 1K of memory and all areas that are not RAM are protected from CPU reads or writes. ROM is marked as read-only. Version 2.8b, an update to version 2.6f on disk 474. Binary only. Author: Bryce Nesbitt

NoFragLib A library containing 6 routines for defragmenting memory. This is version 2.2, an update to the version on disk 503. Includes source. Author: Jan van den Baard

RDM A fast, small, efficient and easy to use DirUtility with UNIX-compress compatible packer and endless number of configurable buttons, as well as all the usual features. This is Version 0.99, the DEMO version of 1.0, which can be ordered from author. Shareware, binary only. Author: Reginald Lowack

Skew Skeleton Writer is a tool for generating C code for various Intuition based applications. You click the mouse and the code gets written. Similar to PowerSource and GadToolsBox, but with slightly different

functionality. Author: Piotr Obminski

View

A text displayer with many controls and features including searches, file requestors, jump to editor etc. Version 2.0, an update to version 1.5 on disk 570. Includes source. Author: Jan Van Den Baard

Fish Disk 659

Adventure The Colossal Cave Adventure, by Donald Woods and Will Crowther. This program runs from the CLI or Workbench, and is virtually identical to the original mainframe classic. Version 1.00, binary only. Author: Donald Woods, Will Crowther; ported by Tony Belding

Celest

AKA Celestial Caesars, a strategy game for up to nine players. This simple wargame pits you against any combination of human or computer opponents. The game uses an Intuition interface, and can be played by file-mail. Version 1.11, binary only. Author: Tony Belding

GadToolsBox

A program that lets you draw/edit GadTools gadgets and menus and then generates the corresponding C or assembly code for you. This is version 1.3, an update to version 1.0 on disk 570. Includes source. Author: Jan van den Baard

MungWall Munges memory and watches for illegal FreeMem's. Especially useful in combination with Enforcer. Output can go to either the serial or parallel port. Includes a new MungList program that examines used memory areas for MungWall tag info, and outputs a list of who owns the various pieces of allocated memory, their sizes, etc. Can even identify the owner of the memory by task name. Version 37.51, binary only. Author: Commodore Amiga; submitted by Carolyn Scheppler

Fish Disk 660

Diamonds Drive your little thief buggy around the screen and try to pick up the diamonds while avoiding all the nasties on the screen. Freeware. Binary only. Author: Harshy Wanigasekara

Eaters

A screen hack that places a number of creatures called Eaters on the screen. Version 1.0, includes source. Author: Guido Wegener

Kan

A program that patches a replacement delete function into the DOS library.

This program will simulate the Trashcan function provided by Workbench. Support programs provided to allow automatic purging of Kan directory from startup sequence. Compatible with 1.3, 2.0 and Amiga 3000. Version 1.0, binary only. Author: James Butts

LoveMice

A short form of the Mice In Love algorithm published in Scientific American (Spektrum der Wissenschaft). Version 1.0, includes source. Author: Guido Wegener

VMB

Demo version of Video Music Box, a program designed to provide an easy to learn and use environment for Amiga multi-media background music composition, while requiring no prior music compositional knowledge. Basic sequences are generated in many common musical styles from pre-arranged music pattern templates and chord progressions. Special tools provide the ability to add new notes or parts that follow the chord progression. Compositions can be previewed over MIDI or the internal audio, and saved as MIDI or IFF SMUS files. Author: David Strohben

Fish Disk 661

Citadel A full featured Amiga BBS program with all the necessary files to setup your own BBS. Citadel is a room structured message system with the fundamental design goal of providing a congenial forum conducive to interesting discussions. Messages are stored and retrieved in chronological order within each room. Callers may travel freely between the rooms, reading old messages and posting new ones. This is part one of a two part distribution. Part two is on disk 662. Both parts are required. Binary only, source available from authors. Author: Jay Johnston, Hue JR., and Tony Preston

Fish Disk 662

Citadel A full featured Amiga BBS program with all the necessary files to setup your own BBS. Part one is on disk 661. Both parts are required. Binary only, source available from authors. Author: Jay Johnston, Hue JR., and Tony Preston

BlackHole

A file deletion utility for v2.04 and greater of the operating system. When run, it puts an appicon on the Workbench screen. Any file/drawer icons that are dropped on it will be deleted. Double clicking on the appicon brings up an options window. Version 1.1, includes

source. Author: Alan Singfield

Fitness A little WorkBench hack with the aim of keeping you fit. A little fellow will pop up on the screen periodically, to remind you to interrupt your work and do some exercises. Version 1.10, binary only. Author: Sioe-Lin Kwik

HiraganaDemo Demo version of a Hiragana (Japanese calligraphy) learning module. This module allows the user to see the strokes actually drawn in the proper order to write each Hiragana symbol, as well as hear a digitized pronunciation of the syllable, and a word actually using that symbol. Demo version 1.2, binary only. Author: Wayne Quigley Sr

Ninfo A disassembler for memory, boot blocks, objects, libraries, and executables. Version 2.0, includes source. Author: Tony Preston

Space Citadel Space Empire is a multiplayer game for up to 25 players. The documentation shows how to set it up as a door for the Citadel BBS. Version 2.6, binary only. Author: Tony Preston

Fish Disk 663

DebugUtils Some tools for use in debugging applications. When used with Enforcer and Mungwall, they comprise an integrated set that gives the programmer a powerful and flexible debugging aide. Author: Mark Porter

DeskJet A CLI/Workbench interface to control a Hewlett-Packard Desk-Jet 500 printer, enabling the user to select an internal font to print one or more files, or to initialise the printer. This is version 2.16, an update to version 2.10 on FF539 (where it was called PF). Includes source in SAS C. Author: Maurizio Loreti

DiskTest A utility to test the integrity of floppy disks, ala Norton Utilities. This is version 1.18, an update to version 1.12 on disk 539, where it was called DT. Includes source. Author: Maurizio Loreti

ENote Edit a filenote easier than with the standard filenote program. Version 1.0, includes source. Author: D. W. Reisig

UnixUtils A collection of UNIX like programs for the Amiga. Includes head, tail, sort, strings, diff and find. The first four are original programs; find is derived from tree by Tomas Rokicki, diff is a port of the GNU version. Includes source. Author: Maurizio Loreti

XNote

Execute a filenote. It looks a little like the Project icon of the Workbench, but this time in the CLI. Version 1.0, includes source. Author: D. W. Reisig

Fish Disk 664

AntiCicloVir A link virus detector that detects 21 different such viruses. Version 1.3, an update to version 1.2 on disk 648. Includes source in assembly. Author: Matthias Gutt

DockIcon Collection of miscellaneous icons with a definite NeXT flavor, for AmiDock, ToolManager, and a new graphical interface under development. Author: Frangais Pinault

Ishid-o-matic An Ishido type game. Lots of features, like single player, two players, tournament mode, highscore tables, sound, etc. Includes partial source in Modula-2. Author: Robert Brandner

ShiftIt A small game, for installation on the workbench. Useful if you must wait for the compiler or something else. Binary only. Author: Robert Brandner

Fish Disk 665

Arq Replaces the standard system requesters with nice animated requesters which you can also attach different sounds to. Works under AmigaDOS 1.3 or 2.0 to give all the normal system requesters a nice new look. Version 1.66, an update to version 1.61 on disk 527. Now allows custom animations. Binary only. Author: Martin Laubach, Peter Wlecek, and Rene Hexel

DiskSpeed A disk speed testing program specifically designed to give the most accurate results of the true disk performance of the disk under test. Automatically updates and maintains an ASCII database of disk results for tested disks. This is version 4.2, an update to version 4.1 on disk 574. Includes source in C. xAuthor: Michael Sinz

Intrepid An arcade/strategy game in which you must navigate a high tech tank through the Antarctic to rescue a scientist taken hostage by terrorists. Version 1.5, binary only. Author: Peter Gage

Fish Disk 666

Catacomb A graphic adventure game set on a small island in the middle of the land of

EXOUSIA. Version 1.6, shareware, binary only.

Author: Peter Gage

KME KME is another keymap editor, that you can use to edit the Amiga keymaps used by the Setmap command. Version 1.2, includes source in Oberon. Author: Christian Stiens

Spectroscope A program for realtime frequency analysis with PerfectSound-2 compatible audio digitizers. Version 1.1, includes source in Oberon. Author: Christian Stiens

Fish Disk 667

Cooltunes Two volumes of songs written with MED. Includes "Exarch", "Sedative", "Hypersonix", and "SlowPlay". Uses MEDplayer to play the songs. Author: Robert J. Perrine

PopUpMenu Version 4.3, an update to version 3.5 on disk 422. Includes source. Author: Martin Adrian

Fish Disk 668

Exploding An AmigaDOS 2.0 version of "exploding windows" that explodes and implodes windows in a fancy manner. Version 1.0, binary only. Author: Andreas Schildbach

Textra This easy-to-use text editor allows multiple windows, and provides a simple mouse driven interface. Those familiar with the "Macintosh style" editors will be comfortable with Textra's Cut, Copy and Paste commands. Documentation included. Version 1.12, an update to version 1.0 on disk 239, with many enhancements. Shareware, binary only. Author: Mike Haas

Vlt VLT is both a VT100 emulator and a Tektronix (4014 plus subset of 4105) emulator, currently in use at SLAC (Stanford Linear Accelerator Center). This is version 5.517, an update to version 5.045 on disk 468. Binary only. Author: Willy Langeveld

Fish Disk 669

Leggi A powerful ISO/ANSI text reader which strictly follows Comodore's application guidelines. Features include unlimited number of windows on any public screen, scrolling with both mouse and keys, full AUISG menus and ARexx commands, clip-board support, AppWindows, fast and residentable activator, full

configurability of the keyboard, preferences file and editor to change preferences, background mode, and more. Version 2.0, binary only. Author: Sebastiano Vigna

Post An excellent PostScript-interpreter for the Amiga which implements the full Adobe language. Supports type 1 and type 3 fonts, screen output, file output, and printer output. Requires Arp library V39+ and ConMan V1.3+ (only under AmigaDOS 1.3). This is version 1.7, an update to version 1.6 on disk 518. Includes source in C. Author: Adrian Aylward

SCSIutil A CLI utility to issue commands to a SCSI disk using a specific SCSI id number. Commands include inquiry, seek, start/stop motor, read sector(s), read capacity, etc. Freeware, includes source. Author: Gary Duncan

VirusChecker A virus checker that can check memory, disk bootblocks, and all disk files for signs of most known viruses. Can remember nonstandard bootblocks that you indicate are OK and not bother you about them again. Includes an ARexx port. Version 6.05, an update to version 5.30 on disk 556. Binary only. Author: John Veldhuis

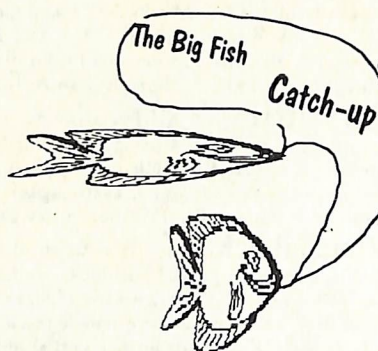
Fish Disk 670

DirWork A fast, small, efficient, DirUtility. Configurable options and buttons, as well as all the usual features. Comes with external configuration editor. This is version 1.51, an update to version 1.43 on disk 570. Shareware, binary only. Author: Chris Hames

Mostra Mostra is a shareware IFF utility featuring real-time unpacking scroll, dozens of options, "smart" analysis of any IFF file (FORMs, LISTs,... also nested ILBM!), total control over display modes, simple slideshow processing, pattern matching, SHAM, an external link to show Dynamic Mode pictures, double buffering, fast decompression, color cycling, TeXdocs, startup files for easy custom configurations and complete WB support, through ToolTypes and Style icons! This is version 1.06, an update to version 1.04 on disk 476. Binary only. Author: Sebastiano Vigna

Scan Program to scan file contents for matches to one or more specified patterns. Claimed to search hard drives twice as fast as the best search programs currently available, and ram drives five times faster than other programs. Can optionally scan the FISH files in LZH and LHA archives. Supports searching for multiple patterns

simultaneously. Other features include extensive wildcard support, optional inverted pattern matching, recursive directory scanning, line search highlights of matching words with selectable color, and more. This is version 1.0. Includes source. Author: Walter Rothe ☐



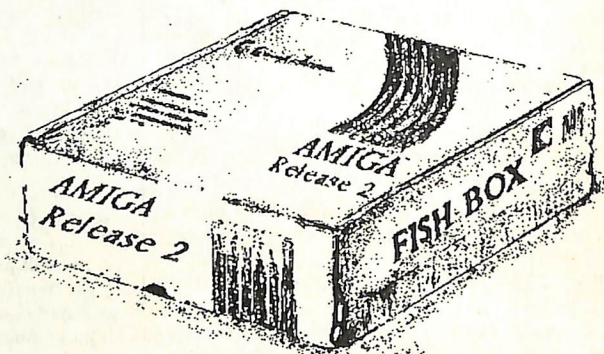
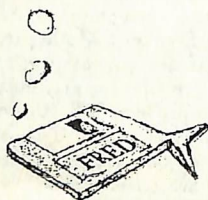
Fish disks to 670
Bring your gear to the Workshop
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One of the first discoveries disclosed to us of the advantages of Workbench 2 was made by a Club member (Jeff Keena).

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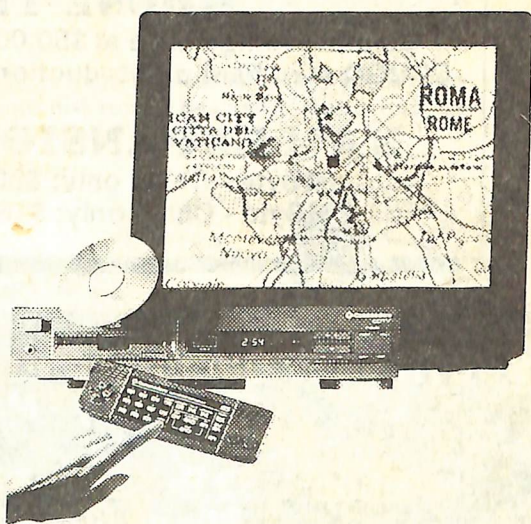
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